

LAPORAN ACTIVITY

Mata Praktikum : Grafik Komputer

Kelas : 3IA24

Praktikum ke- : 2

Tanggal : 25 Oktober 2023

Materi : Gambar Primitive pada OpenGL

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Jumlah Lembar : 3



LABORATORIUM TEKNIK INFORMATIKA

UNIVERSITAS GUNADARMA

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LISTING

Act2.cpp

```
1  #include <Gl/glut.h>
2
3  void userdraw(){
4      static int tick = 0;
5      glColor3f(0., 0., 0.);
6      glPointSize(16);
7      glBegin(GL_QUAD_STRIP);
8      glVertex2f(-4.0, -2.0);
9      glVertex2f(-4.0, 2.0);
10     glVertex2f(-2.0, -2.0);
11     glVertex2f(-2.0, 2.0);
12     glVertex2f( 6.0, -6.0);
13     glVertex2f( 6.0, 6.0);
14     glEnd();
15 }
16
17 void display(void){
18     glClear(GL_COLOR_BUFFER_BIT);
19     userdraw();
20     glutSwapBuffers();
21 }
22
23 void Initialize() {
24     glClearColor(1.0, 1.0, 1.0, 0.0);
25     glLoadIdentity();
26     glOrtho(-10.0, 10.0, -10.0, 10.0, -10.0, 10.0);
27 }
28
29 int main(int argc, char** argv) {
30     glutInit(&argc, argv);
31     glutInitDisplayMode (GLUT_DOUBLE | GLUT_RGB);
32     glutInitWindowPosition (100, 100);
33     glutInitWindowSize (640, 480);
34     glutCreateWindow("Objek Persegi by JuanSamuelC - 50421704");
35     Initialize();
36     glutIdleFunc(display);
37     glutDisplayFunc(display);
38     glutMainLoop();
39     return EXIT_SUCCESS;
40 }
```

OUTPUT

