#include <GL/gl.h>

#include <GL/glu.h>

#include <GL/glut.h>

#include <math.h>

#include <stdlib.h>

#include <windows.h>

float step=0;

float step2=0;

float move = 0.2;

void display();

void reshape(int w,int h);

float i, angle ;

void init(){

glClearColor(0.0,0.0,0.0,1.0);

}

void reshape(int w,int h)

{

glViewport(0,0,(GLsizei)w,(GLsizei)h);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(-10,10,-10,10);

glMatrixMode(GL\_MODELVIEW);

}

void timer(int)

{

glutPostRedisplay();

glutTimerFunc(1000 / 60, timer, 0);

step += move;

step2+=0.008;

if (step2>50 || step2<0) {

move = -move;

}

}

int main(int argc,char\*\*argv)

{

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_RGB);

glutInitWindowPosition(200,0);

glutInitWindowSize(1200,800);

glutCreateWindow("basic");

glutDisplayFunc(display);

glutReshapeFunc(reshape);

glutTimerFunc(0, timer, 0);

init();

glutMainLoop();

}

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glLoadIdentity();

glLineWidth(10.0);

//sky

glBegin(GL\_POLYGON);

glColor3f(0,0,0);

glVertex2f(10,10);

glVertex2f(10,-10);

glVertex2f(-10,-10);

glVertex2f(-10,10);

glEnd();

//sky

//stars

//first 2 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,10);

glVertex2f(10,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,10);

glVertex2f(8.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,10);

glVertex2f(7.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,10);

glVertex2f(6.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,10);

glVertex2f(5.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,10);

glVertex2f(4.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,10);

glVertex2f(3.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,10);

glVertex2f(2.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,10);

glVertex2f(1.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,10);

glVertex2f(0.9,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,10);

glVertex2f(-0.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,10);

glVertex2f(-1.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,10);

glVertex2f(-2.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,10);

glVertex2f(-3.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,10);

glVertex2f(-4.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,10);

glVertex2f(-5.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,10);

glVertex2f(-6.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,10);

glVertex2f(-7.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,10);

glVertex2f(-8.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,10);

glVertex2f(-9.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,10);

glVertex2f(-10.1,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,10);

glVertex2f(-10,9.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,9);

glVertex2f(-9.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,9);

glVertex2f(9.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,9);

glVertex2f(8.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,9);

glVertex2f(7.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,9);

glVertex2f(6.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,9);

glVertex2f(5.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,9);

glVertex2f(4.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,9);

glVertex2f(3.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,9);

glVertex2f(2.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,9);

glVertex2f(1.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,9);

glVertex2f(0.4,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,9);

glVertex2f(-0.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,9);

glVertex2f(-1.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,9);

glVertex2f(-2.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,9);

glVertex2f(-3.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,9);

glVertex2f(-4.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,9);

glVertex2f(-5.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,9);

glVertex2f(-8.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,9);

glVertex2f(-7.6,8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,9);

glVertex2f(-6.6,8.9);

glEnd();

//first 2 row

//first 3 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,8);

glVertex2f(10,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,8);

glVertex2f(8.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,8);

glVertex2f(7.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,8);

glVertex2f(6.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,8);

glVertex2f(5.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,8);

glVertex2f(4.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,8);

glVertex2f(3.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,8);

glVertex2f(2.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,8);

glVertex2f(1.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,8);

glVertex2f(0.9,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,8);

glVertex2f(-0.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,8);

glVertex2f(-1.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,8);

glVertex2f(-2.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,8);

glVertex2f(-3.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,8);

glVertex2f(-4.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,8);

glVertex2f(-5.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,8);

glVertex2f(-6.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,8);

glVertex2f(-7.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,8);

glVertex2f(-8.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,8);

glVertex2f(-9.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,8);

glVertex2f(-10.1,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,8);

glVertex2f(-10,7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,7);

glVertex2f(9.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,7);

glVertex2f(8.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,7);

glVertex2f(7.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,7);

glVertex2f(6.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,7);

glVertex2f(5.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,7);

glVertex2f(4.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,7);

glVertex2f(3.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,7);

glVertex2f(2.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,7);

glVertex2f(1.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,7);

glVertex2f(0.4,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,7);

glVertex2f(-0.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,7);

glVertex2f(-1.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,7);

glVertex2f(-2.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,7);

glVertex2f(-3.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,7);

glVertex2f(-4.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,7);

glVertex2f(-5.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,7);

glVertex2f(-8.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,7);

glVertex2f(-7.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,7);

glVertex2f(-6.6,6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,7);

glVertex2f(-9.6,6.9);

glEnd();

//second 2 row

//stars

//first 4 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,6);

glVertex2f(10,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,6);

glVertex2f(8.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,6);

glVertex2f(7.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,6);

glVertex2f(6.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,6);

glVertex2f(5.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,6);

glVertex2f(4.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,6);

glVertex2f(3.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,6);

glVertex2f(2.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,6);

glVertex2f(1.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,6);

glVertex2f(0.9,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,6);

glVertex2f(-0.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,6);

glVertex2f(-1.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,6);

glVertex2f(-2.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,6);

glVertex2f(-3.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,6);

glVertex2f(-4.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,6);

glVertex2f(-5.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,6);

glVertex2f(-6.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,6);

glVertex2f(-7.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,6);

glVertex2f(-8.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,6);

glVertex2f(-9.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,6);

glVertex2f(-10.1,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,6);

glVertex2f(-10,5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,5);

glVertex2f(-9.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,5);

glVertex2f(9.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,5);

glVertex2f(8.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,5);

glVertex2f(7.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,5);

glVertex2f(6.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,5);

glVertex2f(5.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,5);

glVertex2f(4.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,5);

glVertex2f(3.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,5);

glVertex2f(2.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,5);

glVertex2f(1.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,5);

glVertex2f(0.4,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,5);

glVertex2f(-0.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,5);

glVertex2f(-1.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,5);

glVertex2f(-2.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,5);

glVertex2f(-3.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,5);

glVertex2f(-4.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,5);

glVertex2f(-5.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,5);

glVertex2f(-8.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,5);

glVertex2f(-7.6,4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,5);

glVertex2f(-6.6,4.9);

glEnd();

//first 2 row

//first 3 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,4);

glVertex2f(10,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,4);

glVertex2f(8.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,4);

glVertex2f(7.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,4);

glVertex2f(6.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,4);

glVertex2f(5.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,4);

glVertex2f(4.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,4);

glVertex2f(3.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,4);

glVertex2f(2.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,4);

glVertex2f(1.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,4);

glVertex2f(0.9,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,4);

glVertex2f(-0.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,4);

glVertex2f(-1.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,4);

glVertex2f(-2.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,4);

glVertex2f(-3.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,4);

glVertex2f(-4.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,4);

glVertex2f(-5.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,4);

glVertex2f(-6.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,4);

glVertex2f(-7.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,4);

glVertex2f(-8.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,4);

glVertex2f(-9.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,4);

glVertex2f(-10.1,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,4);

glVertex2f(-10,3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,3);

glVertex2f(9.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,3);

glVertex2f(8.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,3);

glVertex2f(7.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,3);

glVertex2f(6.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,3);

glVertex2f(5.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,3);

glVertex2f(4.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,3);

glVertex2f(3.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,3);

glVertex2f(2.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,3);

glVertex2f(1.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,3);

glVertex2f(0.4,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,3);

glVertex2f(-0.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,3);

glVertex2f(-1.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,3);

glVertex2f(-2.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,3);

glVertex2f(-3.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,3);

glVertex2f(-4.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,3);

glVertex2f(-5.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,3);

glVertex2f(-8.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,3);

glVertex2f(-7.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,3);

glVertex2f(-6.6,2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,3);

glVertex2f(-9.6,2.9);

glEnd();

//second 4 row

//stars

//first 2 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,-9);

glVertex2f(-9.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,-9);

glVertex2f(9.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,-9);

glVertex2f(8.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,-9);

glVertex2f(7.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,-9);

glVertex2f(6.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,-9);

glVertex2f(5.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,-9);

glVertex2f(4.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,-9);

glVertex2f(3.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,-9);

glVertex2f(2.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,-9);

glVertex2f(1.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,-9);

glVertex2f(0.4,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,-9);

glVertex2f(-0.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,-9);

glVertex2f(-1.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,-9);

glVertex2f(-2.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,-9);

glVertex2f(-3.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,-9);

glVertex2f(-4.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,-9);

glVertex2f(-5.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,-9);

glVertex2f(-8.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,-9);

glVertex2f(-7.6,-8.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,-9);

glVertex2f(-6.6,-8.9);

glEnd();

//first 2 row

//first 3 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,-8);

glVertex2f(10,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,-8);

glVertex2f(8.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,-8);

glVertex2f(7.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,-8);

glVertex2f(6.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,-8);

glVertex2f(5.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,-8);

glVertex2f(4.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,-8);

glVertex2f(3.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,-8);

glVertex2f(2.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,-8);

glVertex2f(1.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,-8);

glVertex2f(0.9,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,-8);

glVertex2f(-0.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,-8);

glVertex2f(-1.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,-8);

glVertex2f(-2.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,-8);

glVertex2f(-3.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,-8);

glVertex2f(-4.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,-8);

glVertex2f(-5.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,-8);

glVertex2f(-6.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,-8);

glVertex2f(-7.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,-8);

glVertex2f(-8.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,-8);

glVertex2f(-9.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,-8);

glVertex2f(-10.1,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,-8);

glVertex2f(-10,-7.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,-7);

glVertex2f(9.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,-7);

glVertex2f(8.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,-7);

glVertex2f(7.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,-7);

glVertex2f(6.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,-7);

glVertex2f(5.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,-7);

glVertex2f(4.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,-7);

glVertex2f(3.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,-7);

glVertex2f(2.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,-7);

glVertex2f(1.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,-7);

glVertex2f(0.4,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,-7);

glVertex2f(-0.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,-7);

glVertex2f(-1.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,-7);

glVertex2f(-2.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,-7);

glVertex2f(-3.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,-7);

glVertex2f(-4.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,-7);

glVertex2f(-5.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,-7);

glVertex2f(-8.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,-7);

glVertex2f(-7.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,-7);

glVertex2f(-6.6,-6.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,-7);

glVertex2f(-9.6,-6.9);

glEnd();

//second 2 row

//stars

//first 4 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,-6);

glVertex2f(10,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,-6);

glVertex2f(8.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,-6);

glVertex2f(7.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,-6);

glVertex2f(6.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,-6);

glVertex2f(5.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,-6);

glVertex2f(4.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,-6);

glVertex2f(3.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,-6);

glVertex2f(2.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,-6);

glVertex2f(1.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,-6);

glVertex2f(0.9,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,-6);

glVertex2f(-0.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,-6);

glVertex2f(-1.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,-6);

glVertex2f(-2.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,-6);

glVertex2f(-3.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,-6);

glVertex2f(-4.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,-6);

glVertex2f(-5.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,-6);

glVertex2f(-6.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,-6);

glVertex2f(-7.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,-6);

glVertex2f(-8.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,-6);

glVertex2f(-9.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,-6);

glVertex2f(-10.1,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,-6);

glVertex2f(-10,-5.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,-5);

glVertex2f(-9.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,-5);

glVertex2f(9.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,-5);

glVertex2f(8.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,-5);

glVertex2f(7.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,-5);

glVertex2f(6.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,-5);

glVertex2f(5.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,-5);

glVertex2f(4.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,-5);

glVertex2f(3.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,-5);

glVertex2f(2.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,-5);

glVertex2f(1.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,-5);

glVertex2f(0.4,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,-5);

glVertex2f(-0.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,-5);

glVertex2f(-1.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,-5);

glVertex2f(-2.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,-5);

glVertex2f(-3.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,-5);

glVertex2f(-4.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,-5);

glVertex2f(-5.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,-5);

glVertex2f(-8.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,-5);

glVertex2f(-7.6,-4.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,-5);

glVertex2f(-6.6,-4.9);

glEnd();

//first 2 row

//first 3 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,-4);

glVertex2f(10,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,-4);

glVertex2f(8.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,-4);

glVertex2f(7.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,-4);

glVertex2f(6.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,-4);

glVertex2f(5.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,-4);

glVertex2f(4.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,-4);

glVertex2f(3.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,-4);

glVertex2f(2.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,-4);

glVertex2f(1.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,-4);

glVertex2f(0.9,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,-4);

glVertex2f(-0.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,-4);

glVertex2f(-1.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,-4);

glVertex2f(-2.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,-4);

glVertex2f(-3.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,-4);

glVertex2f(-4.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,-4);

glVertex2f(-5.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,-4);

glVertex2f(-6.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,-4);

glVertex2f(-7.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,-4);

glVertex2f(-8.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,-4);

glVertex2f(-9.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,-4);

glVertex2f(-10.1,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,-4);

glVertex2f(-10,-3.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,-3);

glVertex2f(9.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,-3);

glVertex2f(8.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,-3);

glVertex2f(7.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,-3);

glVertex2f(6.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,-3);

glVertex2f(5.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,-3);

glVertex2f(4.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,-3);

glVertex2f(3.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,-3);

glVertex2f(2.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,-3);

glVertex2f(1.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,-3);

glVertex2f(0.4,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,-3);

glVertex2f(-0.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,-3);

glVertex2f(-1.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,-3);

glVertex2f(-2.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,-3);

glVertex2f(-3.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,-3);

glVertex2f(-4.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,-3);

glVertex2f(-5.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,-3);

glVertex2f(-8.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,-3);

glVertex2f(-7.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,-3);

glVertex2f(-6.6,-2.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,-3);

glVertex2f(-9.6,-2.9);

glEnd();

//second 5 row

//first 6 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,2);

glVertex2f(10,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,2);

glVertex2f(8.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,2);

glVertex2f(7.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,2);

glVertex2f(6.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,2);

glVertex2f(5.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,2);

glVertex2f(4.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,2);

glVertex2f(3.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,2);

glVertex2f(2.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,2);

glVertex2f(1.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,2);

glVertex2f(0.9,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,2);

glVertex2f(-0.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,2);

glVertex2f(-1.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,2);

glVertex2f(-2.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,2);

glVertex2f(-3.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,2);

glVertex2f(-4.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,2);

glVertex2f(-5.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,2);

glVertex2f(-6.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,2);

glVertex2f(-7.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,2);

glVertex2f(-8.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,2);

glVertex2f(-9.1,1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,1);

glVertex2f(-10.1,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,1);

glVertex2f(-10,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,1);

glVertex2f(-9.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,1);

glVertex2f(9.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,1);

glVertex2f(8.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,1);

glVertex2f(7.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,1);

glVertex2f(6.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,1);

glVertex2f(5.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,1);

glVertex2f(4.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,1);

glVertex2f(3.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,1);

glVertex2f(2.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,1);

glVertex2f(1.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,1);

glVertex2f(0.4,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,1);

glVertex2f(-0.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,1);

glVertex2f(-1.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,1);

glVertex2f(-2.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,1);

glVertex2f(-3.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,1);

glVertex2f(-4.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,1);

glVertex2f(-5.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,1);

glVertex2f(-8.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,1);

glVertex2f(-7.6,0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,1);

glVertex2f(-6.6,0.9);

glEnd();

//first 2 row

//first 3 row

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(10,-1);

glVertex2f(10,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.9,-1);

glVertex2f(8.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.9,-1);

glVertex2f(7.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.9,-1);

glVertex2f(6.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.9,-1);

glVertex2f(5.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.9,-1);

glVertex2f(4.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.9,-1);

glVertex2f(3.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.9,-1);

glVertex2f(2.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.9,-1);

glVertex2f(1.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.9,-1);

glVertex2f(0.9,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.1,-1);

glVertex2f(-0.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.1,-1);

glVertex2f(-1.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.1,-1);

glVertex2f(-2.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.1,-1);

glVertex2f(-3.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.1,-1);

glVertex2f(-4.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.1,-1);

glVertex2f(-5.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.1,-1);

glVertex2f(-6.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.1,-1);

glVertex2f(-7.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.1,-1);

glVertex2f(-8.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.1,-1);

glVertex2f(-9.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10.1,-1);

glVertex2f(-10.1,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-10,-1);

glVertex2f(-10,-0.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(9.4,-2);

glVertex2f(9.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(8.4,-2);

glVertex2f(8.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(7.4,-2);

glVertex2f(7.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(6.4,-2);

glVertex2f(6.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(5.4,-2);

glVertex2f(5.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(4.4,-2);

glVertex2f(4.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(3.4,-2);

glVertex2f(3.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(2.4,-2);

glVertex2f(2.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(1.4,-2);

glVertex2f(1.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(0.4,-2);

glVertex2f(0.4,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-0.6,-2);

glVertex2f(-0.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-1.6,-2);

glVertex2f(-1.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-2.6,-2);

glVertex2f(-2.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-3.6,-2);

glVertex2f(-3.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-4.6,-2);

glVertex2f(-4.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-5.6,-2);

glVertex2f(-5.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-8.6,-2);

glVertex2f(-8.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-7.6,-2);

glVertex2f(-7.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-6.6,-2);

glVertex2f(-6.6,-1.9);

glEnd();

glBegin(GL\_LINES);

glColor3f(1,1,1);

glVertex2f(-9.6,-2);

glVertex2f(-9.6,-1.9);

glEnd();

//end--stars

//moon

glBegin(GL\_POLYGON);

glColor3f(0.8,0.8,0.8);

for(double i=0;i<180;i++){

double angle=i\*3.14/180;

glVertex2f(10.5\*cos(angle),3\*sin(angle)-10);

}

glEnd();

//katkot

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(1,1,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(1\*sin(angle),2\*cos(angle)-7+step);

}

glEnd();

//mon2ar

glBegin(GL\_POLYGON);

glColor3f(1,0.5,0);

glVertex2f(0,-6.6+step);

glVertex2f(0.5,-7+step);

glVertex2f(0,-8+step);

glVertex2f(-0.5,-7+step);

glEnd();

glLineWidth(2);

glBegin(GL\_LINES);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(1\*sin(angle),2\*cos(angle)-7+step);

}

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(0,-6.6+step);

glVertex2f(0.5,-7+step);

glVertex2f(0,-8+step);

glVertex2f(-0.5,-7+step);

glEnd();

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(0.1\*sin(angle)-0.25,0.15\*cos(angle)-5.9+step);

}

glEnd();

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(0.1\*sin(angle)+0.25,0.15\*cos(angle)-5.9+step);

}

glEnd();

//genah

glBegin(GL\_POLYGON);

glColor3f(1,1,0);

glVertex2f(-1,-5-1+step);

glVertex2f(-2,-7-1+step);

glVertex2f(1,-5-1+step);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-1,-5-1+step);

glVertex2f(-2,-7-1+step);

glVertex2f(1,-5-1+step);

glEnd();

//genah

glBegin(GL\_POLYGON);

glColor3f(1,1,0);

glVertex2f(-1,-5-1+step);

glVertex2f(2,-7-1+step);

glVertex2f(1,-5-1+step);

glEnd();

//markb

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0,0,0.5);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(2.8\*sin(angle)+step2,2\*cos(angle)+9);

}

glEnd();

glLineWidth(2);

glBegin(GL\_LINES);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(2.8\*sin(angle)+step2,2\*cos(angle)+9);

}

glEnd();

//markb fo2

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0.6,0.6,0.6);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(5.5\*cos(angle)+step2,1.9\*sin(angle)+7);

}

glEnd();

glLineWidth(2);

glBegin(GL\_LINES);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(5.5\*cos(angle)+step2,1.9\*sin(angle)+7);

}

glEnd();

//outline

glBegin(GL\_LINE\_STRIP);

glColor3f(1,1,1);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(5.5\*cos(angle)+step2,1.9\*sin(angle)+7);

}

glEnd();

//outline

glBegin(GL\_LINE\_LOOP);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(5\*cos(angle)+step2,1.9\*sin(angle)+7);

}

glEnd();

//ra2qa alien

glBegin(GL\_POLYGON);

glColor3f(0,0.2,0);

glVertex2f(6.2,-0.4);

glVertex2f(6.2,-2.4);

glVertex2f(5.8,-2.4);

glVertex2f(5.8,-0.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(6.2,-0.4);

glVertex2f(6.2,-2.4);

glVertex2f(5.8,-2.4);

glVertex2f(5.8,-0.4);

glEnd();

// alien

glBegin(GL\_POLYGON);

glColor3f(0,0.6,0);

glVertex2f(6,1.3);

glVertex2f(6.8,0.4);

glVertex2f(6,-1.3);

glVertex2f(5.2,0.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(6,1.3);

glVertex2f(6.8,0.4);

glVertex2f(6,-1.3);

glVertex2f(5.2,0.4);

glEnd();

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(0.1\*sin(angle)+6.25,0.15\*cos(angle)+0.5);

}

glEnd();

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(0.1\*sin(angle)+5.75,0.15\*cos(angle)+0.5);

}

glEnd();

//right armmm

glBegin(GL\_POLYGON);

glColor3f(0,1,0);

glVertex2f(7,-2.4);

glVertex2f(7.4,-5.6);

glVertex2f(6.4,-2.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(7,-2.4);

glVertex2f(7.4,-5.6);

glVertex2f(6.4,-2.4);

glEnd();

//left armmm

glBegin(GL\_POLYGON);

glColor3f(0,1,0);

glVertex2f(5,-2.4);

glVertex2f(4.7,-5.4);

glVertex2f(4.7,-5.6);

glVertex2f(5.6,-2.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(5,-2.4);

glVertex2f(4.7,-5.4);

glVertex2f(4.7,-5.6);

glVertex2f(5.6,-2.4);

glEnd();

//right leg

glBegin(GL\_POLYGON);

glColor3f(0,0,0.2);

glVertex2f(6,-5.35);

glVertex2f(7.4,-8.6);

glVertex2f(6.4,-5.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(6,-5.35);

glVertex2f(7.4,-8.6);

glVertex2f(6.4,-5.4);

glEnd();

//left leg

glBegin(GL\_POLYGON);

glColor3f(0,0,0.2);

glVertex2f(6,-5.36);

glVertex2f(4.7,-8.4);

glVertex2f(4.7,-8.6);

glVertex2f(5.6,-5.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(6,-5.36);

glVertex2f(4.7,-8.4);

glVertex2f(4.7,-8.6);

glVertex2f(5.6,-5.4);

glEnd();

//gsm alien

glBegin(GL\_POLYGON);

glColor3f(0,0.5,0.5);

glVertex2f(6.2,-1.4);

glVertex2f(7.2,-2.4);

glVertex2f(6,-5.4);

glVertex2f(4.8,-2.4);

glVertex2f(5.8,-1.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(6.2,-1.4);

glVertex2f(7.2,-2.4);

glVertex2f(6,-5.4);

glVertex2f(4.8,-2.4);

glVertex2f(5.8,-1.4);

glEnd();

glBegin(GL\_LINES);

glVertex2f(5.9,-0.6);

glVertex2f(6.1,-0.6);

glEnd();

//ra2qa alien

glBegin(GL\_POLYGON);

glColor3f(0,0.2,0);

glVertex2f(-6.2,-0.4);

glVertex2f(-6.2,-2.4);

glVertex2f(-5.8,-2.4);

glVertex2f(-5.8,-0.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-6.2,-0.4);

glVertex2f(-6.2,-2.4);

glVertex2f(-5.8,-2.4);

glVertex2f(-5.8,-0.4);

glEnd();

// alien

glBegin(GL\_POLYGON);

glColor3f(0,0.6,0);

glVertex2f(-6,1.3);

glVertex2f(-6.8,0.4);

glVertex2f(-6,-1.3);

glVertex2f(-5.2,0.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-6,1.3);

glVertex2f(-6.8,0.4);

glVertex2f(-6,-1.3);

glVertex2f(-5.2,0.4);

glEnd();

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(0.1\*sin(angle)-6.25,0.15\*cos(angle)+0.5);

}

glEnd();

glLineWidth(2);

glBegin(GL\_POLYGON);

glColor3f(0,0,0);

for(double i=0;i<360;i++){

double angle=i\*3.14/180;

glVertex2f(0.1\*sin(angle)-5.75,0.15\*cos(angle)+0.5);

}

glEnd();

//right armmm

glBegin(GL\_POLYGON);

glColor3f(0.2,0,0);

glVertex2f(-7,-2.4);

glVertex2f(-7.4,-5.6);

glVertex2f(-6.4,-2.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-7,-2.4);

glVertex2f(-7.4,-5.6);

glVertex2f(-6.4,-2.4);

glEnd();

//left armmm

glBegin(GL\_POLYGON);

glColor3f(0.2,0,0);

glVertex2f(-5,-2.4);

glVertex2f(-4.7,-5.4);

glVertex2f(-4.7,-5.6);

glVertex2f(-5.6,-2.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-5,-2.4);

glVertex2f(-4.7,-5.4);

glVertex2f(-4.7,-5.6);

glVertex2f(-5.6,-2.4);

glEnd();

//right leg

glBegin(GL\_POLYGON);

glColor3f(0,0,0.2);

glVertex2f(-6,-5.35);

glVertex2f(-7.4,-8.6);

glVertex2f(-6.4,-5.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-6,-5.35);

glVertex2f(-7.4,-8.6);

glVertex2f(-6.4,-5.4);

glEnd();

//left leg

glBegin(GL\_POLYGON);

glColor3f(0,0,0.2);

glVertex2f(-6,-5.36);

glVertex2f(-4.7,-8.4);

glVertex2f(-4.7,-8.6);

glVertex2f(-5.6,-5.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-6,-5.36);

glVertex2f(-4.7,-8.4);

glVertex2f(-4.7,-8.6);

glVertex2f(-5.6,-5.4);

glEnd();

//gsm alien

glBegin(GL\_POLYGON);

glColor3f(0.2,0,0);

glVertex2f(-6.2,-1.4);

glVertex2f(-7.2,-2.4);

glVertex2f(-6,-5.4);

glVertex2f(-4.8,-2.4);

glVertex2f(-5.8,-1.4);

glEnd();

glBegin(GL\_LINES);

glColor3f(0,0,0);

glVertex2f(-6.2,-1.4);

glVertex2f(-7.2,-2.4);

glVertex2f(-6,-5.4);

glVertex2f(-4.8,-2.4);

glVertex2f(-5.8,-1.4);

glEnd();

glBegin(GL\_LINES);

glVertex2f(-5.9,-0.6);

glVertex2f(-6.1,-0.6);

glEnd();

glFlush();

}