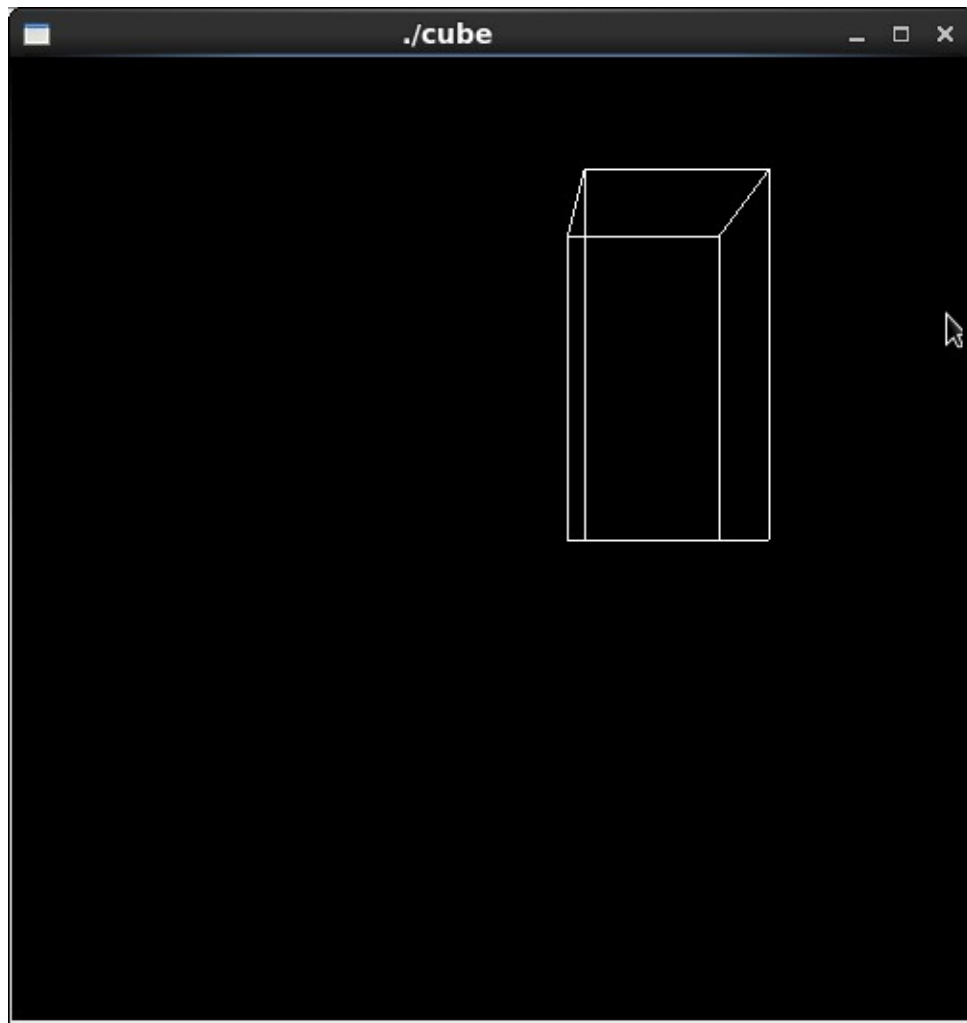


CSE420
Samuel Marujo
Professor Yu
Lab 11

Viewing

In this part of the lab, it was a modification of the original cube program. After some modifications to the program, and adding in the functions asked for, the result was the following reproduction of the figure. Because of this change to the functions and the addition of the figure, I believe I was able to accomplish this task successfully, since there were no errors and the display window was changed. Here are my results for this program:



```

//cube.cpp
#include <GL/gl.h>
#include <GL/glu.h>
#include <GL/glut.h>

void init(void)
{
    glClearColor (0.0, 0.0, 0.0, 0.0);
    glShadeModel (GL_FLAT);
}

void display(void)
{
    glClear (GL_COLOR_BUFFER_BIT);
    glColor3f (1.0, 1.0, 1.0);
    glLoadIdentity ();          /* clear the matrix */
    /* viewing transformation */
    glTranslatef(1.0, 1.0, -5.0);
    glScalef (1.0, 2.0, 1.0);   /* modeling transformation */
    glutWireCube (1.0);
    glFlush ();
}

void reshape (int w, int h)
{
    glViewport (0, 0, (GLsizei) w, (GLsizei) h);
    glMatrixMode (GL_PROJECTION);
    glLoadIdentity ();
    gluPerspective(60.0, 1.0, 1.5, 10.0);
    glMatrixMode (GL_MODELVIEW);
}

int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize (500, 500);
    glutInitWindowPosition (100, 100);
    glutCreateWindow (argv[0]);
    init ();
    glutDisplayFunc(display);
    glutReshapeFunc(reshape);
    glutMainLoop();
    return 0;
}

```