Rony House

**Code:**

#include <GL\glut.h>

#include <GL/gl.h>

void myInit (void)

{

glClearColor(0.0,0.0,0.0,0.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0.0, 500.0, 0.0, 400.0);

}

void myDisplay(void)

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(0.5f,0.5f,0.5f) ;

glPointSize(8.0);

glBegin(GL\_POLYGON);

glVertex2i (20, 20);

glVertex2i (320, 20);

glVertex2i (20, 200);

glVertex2i (320, 200);

glVertex2i (20, 200);

glVertex2i (20, 20);

glVertex2i (320, 200);

glVertex2i (320, 20);

glEnd();

glFlush();

glColor3f(1.0f,0.0f,0.0f) ;

glPointSize(4.0);

glRectf(30,30,100,100);

// glColor3f(1.0f,0.0f,0.0f) ;

// glBegin(GL\_POLYGON);

// glVertex2i (200,30);

// glVertex2i (200, 100);

// glVertex2i (200, 100);

// glVertex2i (300, 100);

// glVertex2i (300, 100);

// glVertex2i (300, 30);

// glVertex2i (300, 30);

// glVertex2i (200, 30);

// glEnd();

// glFlush();

glColor3f(1.0f,0.0f,0.0f) ;

glPointSize(4.0);

glRectf(230,30,300,100);

glFlush();

// glColor3f(0.0f,0.0f,1.0f) ;

// glBegin(GL\_POLYGON);

// glVertex2i (120,30);

// glVertex2i (120, 100);

// glVertex2i (120, 100);

// glVertex2i (170, 100);

// glVertex2i (170, 100);

// glVertex2i (170, 30);

// glVertex2i (120, 30);

// glVertex2i (170, 30);

// glEnd();

// glFlush();

glColor3f(1.0f,0.0f,0.0f) ;

glPointSize(4.0);

glRectf(120,30,200,180);

glFlush();

glColor3f(0.0f,1.0f,0.0f) ;

glBegin(GL\_POLYGON);

glVertex2i (20, 200);

glVertex2i (320, 200);

glVertex2i (170, 310);

glVertex2i (320, 200);

glVertex2i (20, 200);

glVertex2i (170, 310);

glEnd();

glFlush();

}

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

{

glutInit (&argc, argv);

glutInitDisplayMode (GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize (640, 480);

glutInitWindowPosition (10, 10);

glutCreateWindow ("Rony House");

glutDisplayFunc (myDisplay);

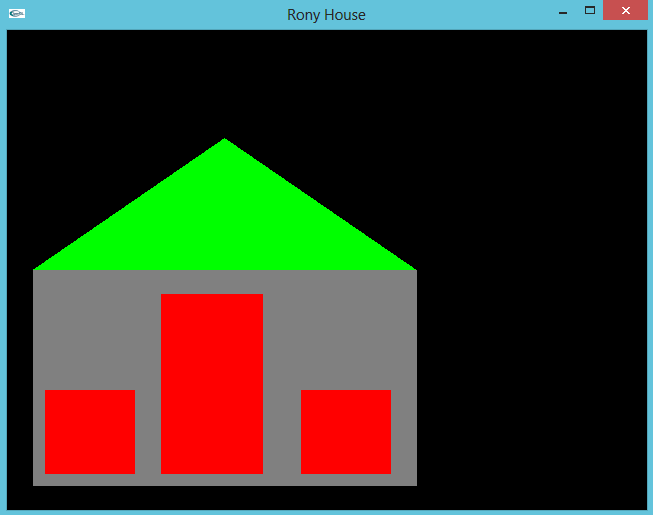
myInit();

glutMainLoop();

return 0;

}

**Figure:**

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