A blue circle with text and images

AI-generated content may be incorrect.

# **AMERICAN INTERNATIONAL UNIVERSITY–BANGLADESH (AIUB)**

**FACULTY OF SCIENCE & TECHNOLOGY**

**Course:**

**COMPUTER GRAPHICS**

Summer 2024-2025

Section: L

**Supervised By**

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**Submitted By**

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**Code:**

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| #include <windows.h>  #include <GL/glut.h>  void display() {  glClearColor(0.5f, 0.5f, 0.5f, 1.0f); // background grey  glClear(GL\_COLOR\_BUFFER\_BIT);  // green lines  glLineWidth(2.0);  glBegin(GL\_LINES);  glColor3f(0.0f, 1.0f, 0.0f); // Green  glVertex2f(0.0f, 1.0f);  glVertex2f(0.0f, -1.0f);  glVertex2f(1.0f, 0.0f);  glVertex2f(-1.0f, 0.0f);  glEnd();  // Red Triangle  glBegin(GL\_TRIANGLES);  glColor3f(1.0f, 0.0f, 0.0f); // Red  glVertex2f(-0.7f, 0.6f);  glVertex2f(-0.9f, 0.3f);  glVertex2f(-0.6f, 0.3f);  glEnd();  //Yellow Hexagon  glBegin(GL\_POLYGON);  glColor3f(1.0f, 1.0f, 0.0f); // Yellow  glVertex2f(0.4f, 0.55f);  glVertex2f(0.6f, 0.55f);  glVertex2f(0.7f, 0.35f);  glVertex2f(0.6f, 0.20f);  glVertex2f(0.4f, 0.20f);  glVertex2f(0.3f, 0.35f);  glEnd();  //Green Square  glBegin(GL\_QUADS);  glColor3f(0.0f, 1.0f, 0.0f); // Green  glVertex2f(-0.8f, -0.5f);  glVertex2f(-0.5f, -0.5f);  glVertex2f(-0.5f, -0.8f);  glVertex2f(-0.8f, -0.8f);  glEnd();  //Orange Triangle  glBegin(GL\_TRIANGLES);  glColor3f(1.0f, 0.6f, 0.0f); // Orange  glVertex2f(0.7f, -0.4f);  glVertex2f(0.6f, -0.8f);  glVertex2f(0.75f, -0.8f);  glEnd();  glFlush(); // Render now  }  int main(int argc, char\*\* argv) {  glutInit(&argc, argv);  glutCreateWindow("Lab Task");  glutInitWindowSize(350, 350);  glutDisplayFunc(display);  glutMainLoop();  return 0;  } |

**Output:**

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