#include <windows.h>

#include <GL/glut.h>

#include <iostream>

#include<mmsystem.h>

#include<math.h>

# define PI 3.14159265358979323846

using namespace std;

GLfloat position\_truck = 0.0f;

GLfloat position\_bus = 0.0f;

GLfloat position\_train = 0.0f;

GLfloat position\_cloud1 = 0.0f;

GLfloat position\_cloud2 = 0.0f;

GLfloat position\_cloud3 = 0.0f;

GLfloat speed = 0.5f; /// for vehicles

GLfloat speed1 = 0.01f; /// for cloud

GLfloat speedTrain = 0.02f; /// for train

void motion\_vehicle(int value)

{

if(position\_truck < - 1.5)

position\_truck = 1.5f;

if(position\_bus > 1.5)

position\_bus = -1.5f;

if(position\_train > 15.5)

position\_train = -0.01f;

if(position\_cloud1 < - 1.5)

position\_cloud1 = 1.5f;

if(position\_cloud2 > 1.5)

position\_cloud2 = -1.5f;

if(position\_cloud3 > 1.5)

position\_cloud3 = -1.5f;

position\_truck -= speed;

position\_bus += speed;

position\_train += speedTrain;

position\_cloud1 -= speed1;

position\_cloud2 += speed1;

position\_cloud3 += speed1;

glutPostRedisplay();

glutTimerFunc(100, motion\_vehicle, 0);

}

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* KEY \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

void SpecialInput(int key, int x, int y)

{

switch(key)

{

///\*\*\*\*\*\*\*\*\*\*\*FOR TRAIN \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

case GLUT\_KEY\_UP:

speedTrain = speedTrain +0.003;

break;

case GLUT\_KEY\_DOWN:

speedTrain = speedTrain -0.003;

break;

case GLUT\_KEY\_HOME:

speedTrain = 0.0 ;

break;

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*FOR VEHICLES \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

case GLUT\_KEY\_END:

speed = speed - 0.01;

break;

case GLUT\_KEY\_LEFT:

speed = speed + 0.01;

break;

case GLUT\_KEY\_RIGHT:

glutTimerFunc(100, motion\_vehicle, 0);

break;

default:

break;

}

glutPostRedisplay();

}

void initGL() {

glClearColor(0.0f, 1.0f, 1.0f, 1.0f);

}

void mainroad() {

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* MAIN Road \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(47, 53, 53);

glVertex2f(-1.0f, 0.0f);

glVertex2f(-1.0f, 0.15f);

glVertex2f(1.0f, 0.15f);

glVertex2f(1.0f, 0.0f);

glEnd();

///------------------ Road whiteLine -------------------

glBegin(GL\_POLYGON);

glColor3ub(255, 255, 255);

glVertex2f(-1.0f, 0.08f);

glVertex2f(-1.0f, 0.07f);

glVertex2f(1.0f, 0.07f);

glVertex2f(1.0f, 0.08f);

glEnd();

}

void block() {

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Road block \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(201, 201, 201);

glVertex2f(-1.0f, 0.5f);

glVertex2f(-1.0f, 0.15f);

glVertex2f(1.0f, 0.15f);

glVertex2f(1.0f, 0.5f);

glEnd();

/// \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* BLOCK Road \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

/// Road (R1)

glBegin(GL\_POLYGON);

glColor3ub(47, 53, 53);

glVertex2f(-1.0f, 0.39f);

glVertex2f(-1.0f, 0.35f);

glVertex2f(1.0f, 0.35f);

glVertex2f(1.0f, 0.39f);

glEnd();

///Road (R2)

glBegin(GL\_POLYGON);

glColor3ub(47, 53, 53);

glVertex2f(-0.6f, 0.5f);

glVertex2f(-0.75f, 0.15f);

glVertex2f(-0.7f, 0.15f);

glVertex2f(-0.55f, 0.5f);

glEnd();

///Road (R3)

glBegin(GL\_POLYGON);

glColor3ub(47, 53, 53);

glVertex2f(0.05f, 0.5f);

glVertex2f(-0.05f, 0.15f);

glVertex2f(-0.0f, 0.15f);

glVertex2f(0.1f, 0.5f);

glEnd();

}

void building1(){

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* BUILDING 1 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(95, 116, 155);

glVertex2f(-0.96f, 0.65f);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.79f, 0.65f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(75, 98, 140);

glVertex2f(-0.79f, 0.65f);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.78f, 0.31f);

glVertex2f(-0.78f, 0.66f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(75, 98, 140);

glVertex2f(-0.94f, 0.66f);

glVertex2f(-0.96f, 0.65f);

glVertex2f(-0.79f, 0.65f);

glVertex2f(-0.78f, 0.66f);

glEnd();

///----------------------------

glBegin(GL\_POLYGON);

glColor3ub(70, 15, 14);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.96f, 0.28f);

glVertex2f(-0.79f, 0.28f);

glVertex2f(-0.79f, 0.29f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(70, 15, 14);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.79f, 0.28f);

glVertex2f(-0.78f, 0.30f);

glVertex2f(-0.78f, 0.31f);

glEnd();

///----------------Door----------------

glBegin(GL\_POLYGON);

glColor3ub(234, 237, 237);

glVertex2f(-0.895f, 0.335f);

glVertex2f(-0.895f, 0.281f);

glVertex2f(-0.855f, 0.281f);

glVertex2f(-0.855f, 0.335f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.33f);

glVertex2f(-0.89f, 0.281f);

glVertex2f(-0.86f, 0.281f);

glVertex2f(-0.86f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.875f, 0.33f);

glVertex2f(-0.875f, 0.281f);

glEnd();

///------------------BUILDING MIDDLE LINE -----------------------------

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.86f, 0.615f);

glVertex2f(-0.86f, 0.335f);

glVertex2f(-0.855f, 0.335f);

glVertex2f(-0.855f, 0.615f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.895f, 0.615f);

glVertex2f(-0.895f, 0.335f);

glVertex2f(-0.89f, 0.335f);

glVertex2f(-0.89f, 0.615f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPushMatrix();

glTranslated(0.0,0.09,0.0);

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(0.0,0.18,0.0);

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(0.0,0.225,0.0);

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPopMatrix();

///--------------- WINDOW -----------------

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

///------2nd floor WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.045f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///3rd FLOOR WINDOW

glPushMatrix();

glTranslated(0.0f,0.1f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------4th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.14f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------5th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.19f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------6th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.23f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------7th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.275f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///top floor

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.64f);

glVertex2f(-0.89f, 0.62f);

glVertex2f(-0.86f, 0.62f);

glVertex2f(-0.86f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPushMatrix();

glTranslated(0.1f,0.0f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPopMatrix() ;

///-----MIDDLE -------

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPushMatrix();

glTranslated(0.0f,0.09f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(-0.034f,0.275f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glPopMatrix();

}

void building2(){

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* BUILDING 2 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glPushMatrix();

glTranslated(0.7f,-0.02f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(14, 75, 105);

glVertex2f(-1.05f, 0.53f);

glVertex2f(-1.05f, 0.29f);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.79f, 0.53f);

glEnd();

///side

glBegin(GL\_POLYGON);

glColor3ub(1, 56, 84);

glVertex2f(-0.79f, 0.53f);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.78f, 0.31f);

glVertex2f(-0.78f, 0.54f);

glEnd();

///roof

glBegin(GL\_POLYGON);

glColor3ub(1, 56, 84);

glVertex2f(-1.04f, 0.54f);

glVertex2f(-1.05f, 0.53f);

glVertex2f(-0.79f, 0.53f);

glVertex2f(-0.78f, 0.54f);

glEnd();

///-----------ROOT-----------------

glBegin(GL\_POLYGON);

glColor3ub(5, 37, 54);

glVertex2f(-1.05f, 0.29f);

glVertex2f(-1.05f, 0.28f);

glVertex2f(-0.79f, 0.28f);

glVertex2f(-0.79f, 0.29f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(5, 37, 54);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.79f, 0.28f);

glVertex2f(-0.78f, 0.30f);

glVertex2f(-0.78f, 0.31f);

glEnd();

glPushMatrix();

glTranslated(-0.05f,0.0f,0.0f);

///----------------Door----------------

glBegin(GL\_POLYGON);

glColor3ub(234, 237, 237);

glVertex2f(-0.895f, 0.335f);

glVertex2f(-0.895f, 0.281f);

glVertex2f(-0.855f, 0.281f);

glVertex2f(-0.855f, 0.335f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.33f);

glVertex2f(-0.89f, 0.281f);

glVertex2f(-0.86f, 0.281f);

glVertex2f(-0.86f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.875f, 0.33f);

glVertex2f(-0.875f, 0.281f);

glEnd();

///------------------BUILDING MIDDLE LINE -----------------------------

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.86f, 0.53f);

glVertex2f(-0.86f, 0.335f);

glVertex2f(-0.855f, 0.335f);

glVertex2f(-0.855f, 0.53f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-0.895f, 0.53f);

glVertex2f(-0.895f, 0.335f);

glVertex2f(-0.89f, 0.335f);

glVertex2f(-0.89f, 0.53f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-1.0f, 0.385f);

glVertex2f(-1.0f, 0.39f);

glVertex2f(-0.74f, 0.39f);

glVertex2f(-0.74f, 0.385f);

glEnd();

glPushMatrix();

glTranslated(0.0,0.09,0.0);

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-1.0f, 0.385f);

glVertex2f(-1.0f, 0.39f);

glVertex2f(-0.74f, 0.39f);

glVertex2f(-0.74f, 0.385f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(0.0,0.139,0.0);

glBegin(GL\_POLYGON);

glColor3ub(227, 158, 182);

glVertex2f(-1.0f, 0.385f);

glVertex2f(-1.0f, 0.39f);

glVertex2f(-0.74f, 0.39f);

glVertex2f(-0.74f, 0.385f);

glEnd();

glPopMatrix();

///--------------- WINDOW -----------------

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

///------2nd floor WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.045f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///3rd FLOOR WINDOW

glPushMatrix();

glTranslated(0.0f,0.1f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------4th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.14f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------5th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.19f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///---------------------------

glPushMatrix();

glTranslated(-0.03f,0.045f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.00f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.1f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.14f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.19f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///--------------RIGHT SIDE WINDOW

glPushMatrix();

glTranslated(0.19f,0.0f,0.0f);

glPushMatrix();

glTranslated(-0.03f,0.045f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.00f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.1f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.14f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPushMatrix();

glTranslated(-0.03f,0.19f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

glPopMatrix();

///-----MIDDLE WINDOW-------

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPushMatrix();

glTranslated(0.0f,0.09f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPopMatrix();

glPopMatrix();

glPopMatrix();

}

void building3(){

glPushMatrix();

glTranslated(0.1,0.17,0.0);

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* BUILDING 3 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(140, 140, 140);

glVertex2f(-0.96f, 0.65f);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.79f, 0.65f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(3, 49, 117);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.96f, 0.28f);

glVertex2f(-0.79f, 0.28f);

glVertex2f(-0.79f, 0.29f);

glEnd();

///----------------Door----------------

glBegin(GL\_POLYGON);

glColor3ub(234, 237, 237);

glVertex2f(-0.895f, 0.335f);

glVertex2f(-0.895f, 0.281f);

glVertex2f(-0.855f, 0.281f);

glVertex2f(-0.855f, 0.335f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.33f);

glVertex2f(-0.89f, 0.281f);

glVertex2f(-0.86f, 0.281f);

glVertex2f(-0.86f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.875f, 0.33f);

glVertex2f(-0.875f, 0.281f);

glEnd();

///------------------BUILDING MIDDLE LINE -----------------------------

glBegin(GL\_POLYGON);

glColor3ub(3, 49, 117);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPushMatrix();

glTranslated(0.0,0.09,0.0);

glBegin(GL\_POLYGON);

glColor3ub(3, 49, 117);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(0.0,0.18,0.0);

glBegin(GL\_POLYGON);

glColor3ub(3, 49, 117);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(0.0,0.225,0.0);

glBegin(GL\_POLYGON);

glColor3ub(3, 49, 117);

glVertex2f(-0.96f, 0.385f);

glVertex2f(-0.96f, 0.39f);

glVertex2f(-0.79f, 0.39f);

glVertex2f(-0.79f, 0.385f);

glEnd();

glPopMatrix();

///--------------- WINDOW -----------------

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

///------2nd floor WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.045f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///3rd FLOOR WINDOW

glPushMatrix();

glTranslated(0.0f,0.1f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------4th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.14f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------5th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.19f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------6th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.23f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------7th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.275f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///top floor

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.64f);

glVertex2f(-0.89f, 0.62f);

glVertex2f(-0.86f, 0.62f);

glVertex2f(-0.86f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPushMatrix();

glTranslated(0.1f,0.0f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPopMatrix() ;

///-----MIDDLE -------

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPushMatrix();

glTranslated(0.0f,0.09f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(-0.034f,0.275f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glPopMatrix();

glPopMatrix();

}

void morebuilding3(){

building3();

glPushMatrix();

glScalef(1,1,1);

glTranslatef(0.5,0.0,0.0);

building3();

glPopMatrix();

}

void building4(){

glPushMatrix();

glTranslated(0.5,0.14,0.0);

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* BUILDING 4 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(0, 119, 140);

glVertex2f(-0.96f, 0.65f);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.79f, 0.65f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(3, 49, 117);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.96f, 0.28f);

glVertex2f(-0.79f, 0.28f);

glVertex2f(-0.79f, 0.29f);

glEnd();

///----------------Door----------------

glBegin(GL\_POLYGON);

glColor3ub(234, 237, 237);

glVertex2f(-0.895f, 0.335f);

glVertex2f(-0.895f, 0.281f);

glVertex2f(-0.855f, 0.281f);

glVertex2f(-0.855f, 0.335f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.33f);

glVertex2f(-0.89f, 0.281f);

glVertex2f(-0.86f, 0.281f);

glVertex2f(-0.86f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.875f, 0.33f);

glVertex2f(-0.875f, 0.281f);

glEnd();

///------------------BUILDING MIDDLE LINE -----------------------------

///--------------- WINDOW -----------------

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

///------2nd floor WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.045f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///3rd FLOOR WINDOW

glPushMatrix();

glTranslated(0.0f,0.1f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------4th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.14f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------5th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.19f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------6th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.23f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------7th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.275f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///top floor

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.64f);

glVertex2f(-0.89f, 0.62f);

glVertex2f(-0.86f, 0.62f);

glVertex2f(-0.86f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPushMatrix();

glTranslated(0.1f,0.0f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPopMatrix() ;

///-----MIDDLE -------

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPushMatrix();

glTranslated(0.0f,0.09f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(-0.034f,0.275f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glPopMatrix();

glPopMatrix();

}

void building5(){

glPushMatrix();

glTranslated(0.8,0.19,0.0);

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* BUILDING 5 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(66, 66, 66);

glVertex2f(-0.96f, 0.65f);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.79f, 0.29f);

glVertex2f(-0.79f, 0.65f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(3, 49, 117);

glVertex2f(-0.96f, 0.29f);

glVertex2f(-0.96f, 0.28f);

glVertex2f(-0.79f, 0.28f);

glVertex2f(-0.79f, 0.29f);

glEnd();

///----------------Door----------------

glBegin(GL\_POLYGON);

glColor3ub(234, 237, 237);

glVertex2f(-0.895f, 0.335f);

glVertex2f(-0.895f, 0.281f);

glVertex2f(-0.855f, 0.281f);

glVertex2f(-0.855f, 0.335f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.33f);

glVertex2f(-0.89f, 0.281f);

glVertex2f(-0.86f, 0.281f);

glVertex2f(-0.86f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.875f, 0.33f);

glVertex2f(-0.875f, 0.281f);

glEnd();

///------------------BUILDING MIDDLE LINE -----------------------------

///--------------- WINDOW -----------------

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

///------2nd floor WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.045f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///3rd FLOOR WINDOW

glPushMatrix();

glTranslated(0.0f,0.1f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------4th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.14f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------5th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.19f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------6th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.23f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///----------7th FLOOR WINDOW ---------

glPushMatrix();

glTranslated(0.0f,0.275f,0.0f);

///W1

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.84f, 0.33f);

glVertex2f(-0.84f, 0.3f);

glEnd();

///W2

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.82f, 0.33f);

glVertex2f(-0.82f, 0.3f);

glVertex2f(-0.8f, 0.3f);

glVertex2f(-0.8f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.81f, 0.33f);

glVertex2f(-0.81f, 0.3f);

glEnd();

///W3

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.33f);

glVertex2f(-0.92f, 0.3f);

glVertex2f(-0.90f, 0.3f);

glVertex2f(-0.90f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.91f, 0.33f);

glVertex2f(-0.91f, 0.3f);

glEnd();

///W4

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.33f);

glVertex2f(-0.95f, 0.3f);

glVertex2f(-0.93f, 0.3f);

glVertex2f(-0.93f, 0.33f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.94f, 0.33f);

glVertex2f(-0.94f, 0.3f);

glEnd();

glPopMatrix() ;

///top floor

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.89f, 0.64f);

glVertex2f(-0.89f, 0.62f);

glVertex2f(-0.86f, 0.62f);

glVertex2f(-0.86f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPushMatrix();

glTranslated(0.1f,0.0f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.92f, 0.64f);

glVertex2f(-0.92f, 0.62f);

glVertex2f(-0.90f, 0.62f);

glVertex2f(-0.90f, 0.64f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.95f, 0.64f);

glVertex2f(-0.95f, 0.62f);

glVertex2f(-0.93f, 0.62f);

glVertex2f(-0.93f, 0.64f);

glEnd();

glPopMatrix() ;

///-----MIDDLE -------

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPushMatrix();

glTranslated(0.0f,0.09f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.885f, 0.47f);

glVertex2f(-0.885f, 0.4f);

glVertex2f(-0.865f, 0.4f);

glVertex2f(-0.865f, 0.47f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.46f);

glVertex2f(-0.865f, 0.46f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.45f);

glVertex2f(-0.865f, 0.45f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.44f);

glVertex2f(-0.865f, 0.44f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.43f);

glVertex2f(-0.865f, 0.43f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.42f);

glVertex2f(-0.865f, 0.42f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(112, 103, 106);

glVertex2f(-0.885f, 0.41f);

glVertex2f(-0.865f, 0.41f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslated(-0.034f,0.275f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.85f, 0.33f);

glVertex2f(-0.85f, 0.3f);

glVertex2f(-0.83f, 0.3f);

glVertex2f(-0.83f, 0.33f);

glEnd();

glPopMatrix();

glPopMatrix();

}

void railstation(){

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* RAIL STATION \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

///--------------------STATION -----------------

glBegin(GL\_POLYGON); /// STATION SHADE

glColor3ub(191, 235, 189);

glVertex2f(0.18, 0.46);

glVertex2f(0.2, 0.44);

glVertex2f(0.38, 0.44);

glVertex2f(0.36, 0.46);

glEnd();

glBegin(GL\_POLYGON); /// STATION SHADE newafter

glColor3ub(191, 235, 189);

glVertex2f(0.36, 0.46);

glVertex2f(0.38, 0.44);

glVertex2f(0.54, 0.44);

glVertex2f(0.52, 0.46);

glEnd();

glBegin(GL\_POLYGON); /// STATION SHADE daner tribujh

glColor3ub(186, 189, 213);

glVertex2f(0.18, 0.46);

glVertex2f(0.16, 0.44);

glVertex2f(0.2, 0.44);

glEnd();

glLineWidth(2.0);

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.17f, 0.45f);

glVertex2f(0.1878f, 0.4301f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.22, 0.44);

glVertex2f(0.1878f, 0.4301f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.18779, 0.39);

glVertex2f(0.1879f, 0.452078f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.32, 0.44);

glVertex2f(0.34f, 0.425f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.36, 0.44);

glVertex2f(0.34f, 0.425f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.34, 0.44);

glVertex2f(0.34f, 0.39f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.47, 0.44);

glVertex2f(0.49f, 0.425f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.5101, 0.44);

glVertex2f(0.49f, 0.425f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(88, 102, 110);

glVertex2f(0.49, 0.44);

glVertex2f(0.49f, 0.39f);

glEnd();

///banch

glBegin(GL\_POLYGON);

glColor3ub(186, 189, 213);

glVertex2f(0.37f, 0.65f);

glVertex2f(0.4f, 0.6f);

glVertex2f(0.405f, 0.6f);

glVertex2f(0.375f, 0.65f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(88, 102, 110);

glVertex2f(0.22f, 0.57f);

glVertex2f(0.22f, 0.525f);

glVertex2f(0.23f, 0.525f);

glVertex2f(0.23f, 0.57f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(161, 14, 69);

glVertex2f(0.23f, 0.55f);

glVertex2f(0.23f, 0.54f);

glVertex2f(0.35f, 0.54f);

glVertex2f(0.35f, 0.55f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(217, 0, 79);

glVertex2f(0.235f, 0.575f);

glVertex2f(0.235f, 0.55f);

glVertex2f(0.335f, 0.55f);

glVertex2f(0.335f, 0.575f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(88, 102, 110);

glVertex2f(0.34f, 0.57f);

glVertex2f(0.34f, 0.525f);

glVertex2f(0.35f, 0.525f);

glVertex2f(0.35f, 0.57f);

glEnd();

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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void lampline(){

///\*\*\*\*\*\*\*\*\*\*\*lamp line\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(255, 255, 255);

glVertex2f(-1.0f, 0.165f);

glVertex2f(-1.0f, 0.155f);

glVertex2f(-0.75f, 0.155f);

glVertex2f(-0.745f, 0.165f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(255, 255, 255);

glVertex2f(-0.695f, 0.165f);

glVertex2f(-0.698f, 0.155f);

glVertex2f(-0.05f, 0.155f);

glVertex2f(-0.046f, 0.165f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(255, 255, 255);

glVertex2f(0.005f, 0.165f);

glVertex2f(0.001f, 0.155f);

glVertex2f(1.0f, 0.155f);

glVertex2f(1.0f, 0.165f);

glEnd();

}

void lamp1(){

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*lamp1 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glPushMatrix();

glTranslated(-0.06,-0.16,0.0);

///-----------------lamp light-----------------

///stand

glBegin(GL\_POLYGON);

glColor3ub(26, 25, 25);

glVertex2f(0.1f, 0.4f);

glVertex2f(0.1f, 0.35f);

glVertex2f(0.105f, 0.35f);

glVertex2f(0.105f, 0.4f);

glEnd();

///light

glBegin(GL\_POLYGON);

glColor3ub(255, 255, 255);

glVertex2f(0.09f, 0.42f);

glVertex2f(0.1f, 0.4f);

glVertex2f(0.105f, 0.4f);

glVertex2f(0.115f, 0.42f);

glEnd();

///light border

glBegin(GL\_LINES);

glColor3ub(26, 25, 25);

glVertex2f(0.09f, 0.42f);

glVertex2f(0.1f, 0.4f);

glVertex2f(0.105f, 0.4f);

glVertex2f(0.115f, 0.42f);

glEnd();

///triangel

glBegin(GL\_POLYGON);

glColor3ub(26, 25, 25);

glVertex2f(0.1025f, 0.435f);

glVertex2f(0.09f, 0.42f);

glVertex2f(0.115f, 0.42f);

glEnd();

///lamp support

glBegin(GL\_POLYGON);

glColor3ub(26, 25, 25);

glVertex2f(0.1f, 0.35f);

glVertex2f(0.095f, 0.34f);

glVertex2f(0.095f, 0.32f);

glVertex2f(0.11f, 0.32f);

glVertex2f(0.11f, 0.34f);

glVertex2f(0.105f, 0.35f);

glEnd();

glPopMatrix();

}

void morelamp1(){

lamp1(); ///2

glPushMatrix();

glScalef(1,1,1);

glTranslatef(-0.8,-0.0,0.0);

lamp1();

glPopMatrix();

glPushMatrix(); /// 3

glScalef(1,1,1);

glTranslatef(-0.72,-0.0,0.0);

lamp1();

glPopMatrix();

glPushMatrix(); /// 4

glScalef(1,1,1);

glTranslatef(-0.11,0.0,0.0);

lamp1();

glPopMatrix();

glPushMatrix();///5

glScalef(1,1,1);

glTranslatef(0.03,0.17,0.0);

lamp1();

glPopMatrix();

glPushMatrix();///6

glScalef(1,1,1);

glTranslatef(-0.06,0.17,0.0);

lamp1();

glPopMatrix();

glPushMatrix(); ///7

glScalef(1,1,1);

glTranslatef(0.05,0.24,0.0);

lamp1();

glPopMatrix();

glPushMatrix(); ///4

glScalef(1,1,1);

glTranslatef(-0.04,0.24,0.0);

lamp1();

glPopMatrix();

glPushMatrix();///8

glScalef(1,1,1);

glTranslatef(-0.73,0.17,0.0);

lamp1();

glPopMatrix();

glPushMatrix();///9

glScalef(1,1,1);

glTranslatef(-0.65,0.17,0.0);

lamp1();

glPopMatrix();

glPushMatrix(); ///10

glScalef(1,1,1);

glTranslatef(-0.7,0.24,0.0);

lamp1();

glPopMatrix();

glPushMatrix(); ///11

glScalef(1,1,1);

glTranslatef(-0.62,0.24,0.0);

lamp1();

glPopMatrix();

glPopMatrix();

}

void shop(){

///\*\*\*\*\*\*\*\*\*\*\*COFFEE SHOP\*\*\*\*\*\*\*\*\*

glBegin(GL\_POLYGON);

glColor3ub(174, 72, 47);

glVertex2f(-0.58F, 0.25f);

glVertex2f(-0.58f, 0.18f);

glVertex2f(-0.44f, 0.18f);

glVertex2f(-0.44f, 0.25f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(255, 206, 119);

glVertex2f(-0.58F, 0.275f);

glVertex2f(-0.6f, 0.25f);

glVertex2f(-0.42f, 0.25f);

glVertex2f(-0.44f, 0.275f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(227, 218, 170);

glVertex2f(-0.6F, 0.25f);

glVertex2f(-0.6f, 0.245f);

glVertex2f(-0.42f, 0.245f);

glVertex2f(-0.42f, 0.25f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(251, 240, 179);

glVertex2f(-0.58F, 0.295f);

glVertex2f(-0.58f, 0.275f);

glVertex2f(-0.44f, 0.275f);

glVertex2f(-0.44f, 0.295f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(64, 63, 61);

glVertex2f(-0.59F, 0.18f);

glVertex2f(-0.59f, 0.175f);

glVertex2f(-0.43f, 0.175f);

glVertex2f(-0.43f, 0.18f);

glEnd();

///door

glBegin(GL\_POLYGON);

glColor3ub(201, 138, 87);

glVertex2f(-0.452f, 0.225f);

glVertex2f(-0.452f, 0.18f);

glVertex2f(-0.483f, 0.18f);

glVertex2f(-0.483f, 0.225f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.455f, 0.223f);

glVertex2f(-0.455f, 0.18f);

glVertex2f(-0.48f, 0.18f);

glVertex2f(-0.48f, 0.223f);

glEnd();

///window

glBegin(GL\_POLYGON);

glColor3ub(201, 138, 87);

glVertex2f(-0.568f, 0.232f);

glVertex2f(-0.568f, 0.198f);

glVertex2f(-0.498f, 0.198f);

glVertex2f(-0.498f, 0.232f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(144, 212, 207);

glVertex2f(-0.565f, 0.23f);

glVertex2f(-0.565f, 0.20f);

glVertex2f(-0.50f, 0.20f);

glVertex2f(-0.50f, 0.23f);

glEnd();

}

void cloud1()

{

/\*\*........................................Cloud Middle..........................................\*\*/

glPushMatrix();

glTranslated(position\_cloud1,0.0f,0.0f);

glPushMatrix();

glTranslated(0.0f, 0.05f, 0.0f);

GLfloat x=0.0f; GLfloat y=0.88f; GLfloat radius =.04f;

int triangleAmount = 100;

GLfloat twicePi =2.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x, y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=0.05f; y=0.88f; radius =.04f;

twicePi =2.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=-0.05f; y=0.88f; radius =.04f;

twicePi =2.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

glPopMatrix();

glPopMatrix();

}

void cloud2()

{

/\*\*........................................Cloud Left...........................................\*\*/

glPushMatrix();

glTranslated(position\_cloud2,0.0f,0.0f);

GLfloat x=-0.5f; GLfloat y=0.85f; GLfloat radius =.058f;

int triangleAmount = 100;

GLfloat twicePi =1.0f \* PI;

x=-0.57f; y=0.85f; radius =.037f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=-0.43f; y=0.85f; radius =.04f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=-0.55f; y=0.86f; radius =.03f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=-0.61f; y=0.85f; radius =.02f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=-0.39f; y=0.85f; radius =.02f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

glPopMatrix();

}

void cloud3()

{

/\*\*........................................Cloud Right...........................................\*\*/

glPushMatrix();

glTranslated(position\_cloud3,0.0f,0.0f);

GLfloat x=0.45f; GLfloat y=0.85f; GLfloat radius =.035f;

int triangleAmount = 100;

GLfloat twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=0.48f; y=0.85f; radius =.03f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=0.42f; y=0.85f; radius =.028f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

x=0.45f; y=0.85f; radius =.028f;

twicePi =1.0f \* PI;

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

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x,y); /// center of circle

for(float i = 0; i <= triangleAmount;i++) {

glVertex2f( x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount)) );

}

glEnd();

glPopMatrix();

}

///circle

void circle(float a, float b, float r)

{

int i;

int triangleAmount = 100;

GLfloat twicePi = 2.0f \* PI;

GLfloat x=a; GLfloat y=b; GLfloat radius =r;

glBegin(GL\_TRIANGLE\_FAN);

glVertex2f(x, y);

for(i = 0; i <= triangleAmount;i++) {

glVertex2f(

x + (radius \* cos(i \* twicePi / triangleAmount)),

y + (radius \* sin(i \* twicePi / triangleAmount))

);

}

glEnd();

}

void tree(){

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Tree\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glPushMatrix();

glTranslated(-1.25,-0.05,0.0);

glColor3ub(9, 140, 9);

circle(0.68,0.48,0.06);

glColor3ub(9, 140, 9);

circle(0.75,0.46,0.06);

glColor3ub(9, 140, 9);

circle(0.82,0.48,0.06);

glColor3ub(9, 140, 9);

circle(0.7,0.54,0.06);

glColor3ub(9, 140, 9);

circle(0.78,0.54,0.06);

glBegin(GL\_QUADS);

glColor3f(0.314, 0.184, 0.149);

glVertex2f(0.733f, 0.28f);

glVertex2f(0.744f, 0.472f);

glVertex2f(0.75f, 0.472f);

glVertex2f(0.76f, 0.28f);

glBegin(GL\_TRIANGLES);

glColor3f(0.314, 0.184, 0.149);

glVertex2f(0.744f, 0.408f);

glVertex2f(0.687f, 0.460f);

glVertex2f(0.744f, 0.424f);

glVertex2f(0.75f, 0.421f);

glVertex2f(0.815f, 0.493f);

glVertex2f(0.755f, 0.439f);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3f(0.314, 0.184, 0.149);

glVertex2f(0.744f, 0.408f);

glVertex2f(0.687f, 0.460f);

glVertex2f(0.744f, 0.424f);

glVertex2f(0.75f, 0.421f);

glVertex2f(0.815f, 0.495f);

glVertex2f(0.752f, 0.439f);

glEnd();

glPopMatrix();

}

void moretree(){

glPushMatrix();

glScalef(1,1,1);

glTranslatef(-0.4,0.23,0.0);

tree();

glPopMatrix();

glPushMatrix();

glScalef(1,1,1);

glTranslatef(0.7,0.22,0.0);

tree();

glPopMatrix();

glPushMatrix();

glScalef(1,1,1);

glTranslatef(0.95,0.22,0.0);

tree();

glPopMatrix();

glPushMatrix();

glScalef(1,1,1);

glTranslatef(1.18,0.22,0.0);

tree();

glPopMatrix();

}

void bus(){

///\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* BUS \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

glPushMatrix();

glTranslated(position\_bus,0.0f,0.0f);

glPushMatrix();

glTranslated(0.0f,0.0f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(132, 173, 234);

glVertex2f(0.01f, 0.1f);

glVertex2f(0.0f, 0.096f);

glVertex2f(0.0f, 0.035f);

glVertex2f(0.04f, 0.03f);

glVertex2f(0.18f, 0.03f);

glVertex2f(0.18f, 0.096f);

glVertex2f(0.17f, 0.1f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(0, 0, 0);

glVertex2f(0.015f, 0.094f);

glVertex2f(0.015f, 0.065f);

glVertex2f(0.14f, 0.065f);

glVertex2f(0.18f, 0.055f);

glVertex2f(0.18f, 0.094f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(0, 0,0);

glVertex2f(0.0f, 0.054f);

glVertex2f(0.15f, 0.054f);

glVertex2f(0.032f, 0.03f);

glVertex2f(0.18f, 0.03f);

glVertex2f(0.032f, 0.03f);

glVertex2f(0.0f, 0.035f);

glVertex2f(0.0f, 0.055f);

glVertex2f(0.0f, 0.035f);

glVertex2f(0.175f, 0.058f);

glVertex2f(0.175f, 0.032f);

glVertex2f(0.15f, 0.07f);

glVertex2f(0.15f, 0.032f);

glVertex2f(0.175f, 0.032f);

glVertex2f(0.15f, 0.032f);

glVertex2f(0.1f, 0.055f);

glVertex2f(0.1f, 0.03f);

glVertex2f(0.04f, 0.054f);

glVertex2f(0.04f, 0.03f);

glVertex2f(0.07f, 0.054f);

glVertex2f(0.07f, 0.03f);

glVertex2f(0.13f, 0.054f);

glVertex2f(0.13f, 0.03f);

glEnd();

glColor3f(0.0, 0.0, 0.0);

circle(0.04,0.03,0.01);

glColor3f(0.0, 0.0, 0.0);

circle(0.06,0.03,0.01);

glColor3f(0.0, 0.0, 0.0);

circle(0.15,0.03,0.01);

glPopMatrix();

glPopMatrix();

}

void truck(){

glPushMatrix();

glTranslated(position\_truck,0.0f,0.0f);

glPushMatrix();

glTranslated(1.2f,0.08f,0.0f);

glBegin(GL\_POLYGON);

glColor3ub(184, 0, 0);

glVertex2f(-0.6f, 0.1f);

glVertex2f(-0.6f, 0.03f);

glVertex2f(-0.83f, 0.03f);

glVertex2f(-0.83f, 0.06f);

glVertex2f(-0.8f, 0.1f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(137, 137, 255);

glVertex2f(-0.795f, 0.095f);

glVertex2f(-0.77f, 0.095f);

glVertex2f(-0.77f, 0.06f);

glVertex2f(-0.82f, 0.06f);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(173, 173, 173);

glVertex2f(-0.76f, 0.12f);

glVertex2f(-0.76f, 0.035f);

glVertex2f(-0.6f, 0.035f);

glVertex2f(-0.6f, 0.12f);

glEnd();

glColor3f(0.0, 0.0, 0.0);

circle(-0.79,0.03,0.015);

glColor3f(0.0, 0.0, 0.0);

circle(-0.65,0.03,0.015);

glColor3f(0.0, 0.0, 0.0);

circle(-0.68,0.03,0.015);

glPopMatrix();

glPopMatrix();

}

void morebus(){

truck();

glPushMatrix();

glScalef(1,1,1);

glTranslatef(0.5,0.34,0.0);

bus();

glPopMatrix(); }

void train (){

glPushMatrix();

glTranslated(position\_train,0.0f,0.0f);

glPushMatrix();

glTranslated(0.02f,0.0f,0.0f);

///1ST BOGI

glBegin(GL\_POLYGON);//3 kona

glColor3ub(13, 190, 198);

glVertex2f(0.15f, 0.39);

glVertex2f(0.1200, 0.35);

glVertex2f(0.21, 0.35);

glVertex2f(0.21, 0.39);

glEnd();

glBegin(GL\_POLYGON);//bogi

glColor3ub(255,255,255);

glVertex2f(0.16, 0.39);

glVertex2f(0.1600, 0.3600);

glVertex2f(0.21, 0.36);

glVertex2f(0.21, 0.39);

glEnd();

glBegin(GL\_POLYGON);//3 konar niche

glColor3ub(13, 190, 198);

glVertex2f(0.1200, 0.35);

glVertex2f(0.127,0.3600);

glVertex2f(0.21, 0.36);

glVertex2f(0.21, 0.35);

glEnd();

glBegin(GL\_POLYGON);//door

glColor3ub(13, 190, 198);

glVertex2f(0.21, 0.39);

glVertex2f(0.21, 0.35);

glVertex2f(0.23, 0.35);

glVertex2f(0.23f, 0.39f);

glEnd();

glBegin(GL\_POLYGON);//back

glColor3ub(0,0,0);

glVertex2f(0.23f, 0.39f);

glVertex2f(0.23, 0.35);

glVertex2f(0.24f, 0.36f);

glVertex2f(0.24f, 0.38f);

glEnd();

glLineWidth(3.0);

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.1276f, 0.3600f);

glVertex2f(0.21f, 0.36f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.16f, 0.3900f);

glVertex2f(0.16f, 0.36f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.21f, 0.39f);

glVertex2f(0.21f, 0.36f);

glEnd();

///2ND BOGI

glBegin(GL\_POLYGON);//start

glColor3ub(0,0,0);

glVertex2f(0.24f, 0.38f);

glVertex2f(0.24, 0.36f);

glVertex2f(0.25f, 0.35f);

glVertex2f(0.25f, 0.39f);

glEnd();

glBegin(GL\_POLYGON);//1st door

glColor3ub(13, 190, 198);

glVertex2f(0.25f, 0.39f);

glVertex2f(0.27f, 0.39f);

glVertex2f(0.27, 0.35f);

glVertex2f(0.25f, 0.35f);

glEnd();

glBegin(GL\_POLYGON);//bogi up

glColor3ub(255,255,255);

glVertex2f(0.27f, 0.39f);

glVertex2f(0.27f, 0.37f);

glVertex2f(0.32f, 0.37f);

glVertex2f(0.32f, 0.39f);

glEnd();

glBegin(GL\_POLYGON);//bogi down

glColor3ub(13, 190, 198);

glVertex2f(0.27f, 0.37f);

glVertex2f(0.27f, 0.35f);

glVertex2f(0.32f, 0.35f);

glVertex2f(0.32f, 0.37f);

glEnd();

glBegin(GL\_POLYGON); //door last

glColor3ub(13, 190, 198);

glVertex2f(0.32f, 0.39f);

glVertex2f(0.32f, 0.35f);

glVertex2f(0.34f, 0.35f);

glVertex2f(0.34f, 0.39f);

glEnd();

glBegin(GL\_POLYGON); /// end

glColor3ub(0,0,0);

glVertex2f(0.34f, 0.39f);

glVertex2f(0.34f, 0.35f);

glVertex2f(0.35f, 0.36f);

glVertex2f(0.35f, 0.38f);

glEnd();

glLineWidth(3.0);

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.27f, 0.39f);

glVertex2f(0.27f, 0.37f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.27f, 0.37f);

glVertex2f(0.32f, 0.37f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.32f, 0.37f);

glVertex2f(0.32f, 0.39f);

glEnd();

///3RD BOGI

glBegin(GL\_POLYGON);//start

glColor3ub(0,0,0);

glVertex2f(0.36f, 0.39f);

glVertex2f(0.35f, 0.38f);

glVertex2f(0.35f, 0.36f);

glVertex2f(0.36f, 0.35f);

glEnd();

glBegin(GL\_POLYGON);//door start

glColor3ub(13, 190, 198);

glVertex2f(0.36f, 0.39f);

glVertex2f(0.36f, 0.35f);

glVertex2f(0.38f, 0.35f);

glVertex2f(0.38f, 0.39f);

glEnd();

//glPushMatrix();

//glTranslated(-0.2f,0.0f,0.0f);

glBegin(GL\_POLYGON); ///bogi up

glColor3ub(255,255,255);

glVertex2f(0.38f, 0.39f);

glVertex2f(0.38f, 0.37f);

glVertex2f(0.43f, 0.37f);

glVertex2f(0.43f, 0.39f);

glEnd();

glBegin(GL\_POLYGON); /// bogi down

glColor3ub(13, 190, 198);

glVertex2f(0.38f, 0.37f);

glVertex2f(0.43f, 0.37f);

glVertex2f(0.43f, 0.35f);

glVertex2f(0.38f, 0.35f);

glEnd();

glBegin(GL\_POLYGON); /// door end

glColor3ub(13, 190, 198);

glVertex2f(0.43f, 0.39f);

glVertex2f(0.43f, 0.35f);

glVertex2f(0.45f, 0.35f);

glVertex2f(0.45f, 0.39f);

glEnd();

//glPopMatrix();

glBegin(GL\_POLYGON); /// end

glColor3ub(0,0,0);

glVertex2f(0.45f, 0.39f);

glVertex2f(0.45f, 0.35f);

glVertex2f(0.46f, 0.36f);

glVertex2f(0.46f, 0.38f);

glEnd();

//glPopMatrix();

glLineWidth(3.0);

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.38f, 0.39f);

glVertex2f(0.38f, 0.37f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.38f, 0.37f);

glVertex2f(0.43f, 0.37f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.43f, 0.37f);

glVertex2f(0.43f, 0.39f);

glEnd();

///4TH BOGI

glBegin(GL\_POLYGON);//start

glColor3ub(0,0,0);

glVertex2f(0.47f, 0.39f);

glVertex2f(0.47f, 0.35f);

glVertex2f(0.46f, 0.36f);

glVertex2f(0.46f, 0.38f);

glEnd();

glBegin(GL\_POLYGON);//doorstart

glColor3ub(13, 190, 198);

glVertex2f(0.47f, 0.39f);

glVertex2f(0.47f, 0.35f);

glVertex2f(0.49f, 0.35f);

glVertex2f(0.49f, 0.39f);

glEnd();

glBegin(GL\_POLYGON);//bogi

glColor3ub(255,255,255);

glVertex2f(0.49f, 0.39f);

glVertex2f(0.49f, 0.36f);

glVertex2f(0.54f, 0.36f);

glVertex2f(0.54f, 0.39f);

glEnd();

glBegin(GL\_POLYGON);//3 kona

glColor3ub(13, 190, 198);

glVertex2f(0.54f, 0.39f);

glVertex2f(0.54f, 0.36f);

glVertex2f(0.572f, 0.360f);

glVertex2f(0.55f, 0.39);

glEnd();

glBegin(GL\_POLYGON); ///3 konar niche

glColor3ub(13, 190, 198);

glVertex2f(0.49f, 0.36f);

glVertex2f(0.49f, 0.35f);

glVertex2f(0.58f, 0.35f);

glVertex2f(0.572f, 0.360f);

glEnd();

glLineWidth(3.0);

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.49f, 0.39f);

glVertex2f(0.49f, 0.36f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.49f, 0.36f);

glVertex2f(0.54f, 0.36f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.54f, 0.36f);

glVertex2f(0.54f, 0.39f);

glEnd();

glBegin(GL\_LINES);

glColor3ub(220, 118, 51);

glVertex2f(0.54f, 0.36f);

glVertex2f(0.572f, 0.36f);

glEnd();

glPushMatrix();

glTranslated(-0.4f,0.0f,0.0f);

glPopMatrix();

glPopMatrix();

glPopMatrix();

}

void display() {

glClear(GL\_COLOR\_BUFFER\_BIT);

cloud1();

cloud2();

cloud3();

mainroad();

block();

moretree();

building5();

building4();

//morebus();

morebuilding3();

building3();

building1();

building2();

lampline();

lamp1();

morelamp1();

railstation();

tree();

shop();

train();

truck();

bus();

glFlush();

}

void init (void)

{

/// initialize viewing values

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(-1.0, 1.0, 0.0, 1.0, -10.0, 10.0);

}

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

glutInit(&argc, argv);

glutInitWindowSize(1920, 1080);

glutCreateWindow("Vertex, Primitive & Color");

init();

glutInitWindowPosition(50, 50);

glutDisplayFunc(display);

glutSpecialFunc(SpecialInput);

initGL();

glutMainLoop();

return 0;

}