

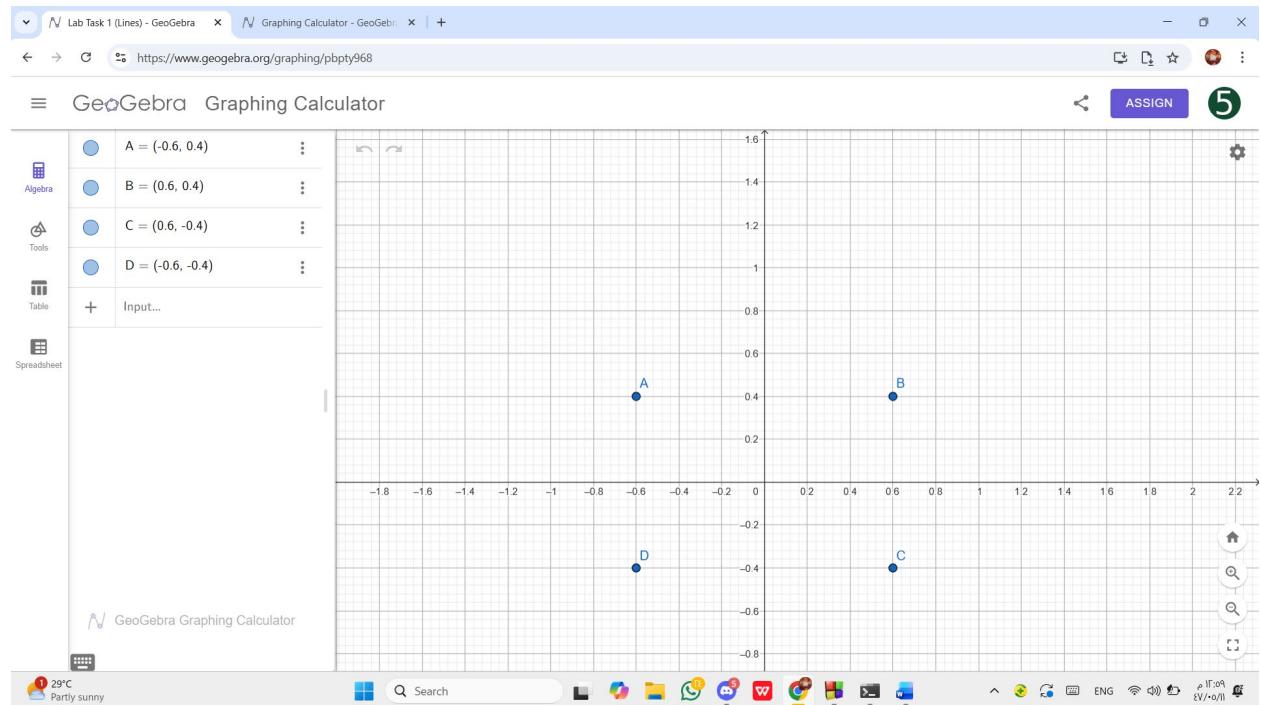
Lab Taks-1

Question-

Draw the object-



Graph Plot (Picture)-



Code-

```
#include <windows.h>
#include <GL/glut.h>
void display() {
    glClearColor(1.0, 1.0, 1.0, 1.0);
    glClear(GL_COLOR_BUFFER_BIT);

    glColor3f(0.0f, 0.0f, 0.0f); // Black color
    glLineWidth(5.0f);          // line thickness
```

```
glBegin(GL_LINE_LOOP); // Connects points as lines in a loop
glVertex2f(-0.6f, 0.4f); // A
glVertex2f( 0.6f, 0.4f); // B
glVertex2f( 0.6f, -0.4f); // C
glVertex2f(-0.6f, -0.4f); // D
glEnd();

glFlush();
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitWindowSize(500, 500);
    glutInitWindowPosition(50, 50);
    glutCreateWindow("Rainbow Flag");
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}
```

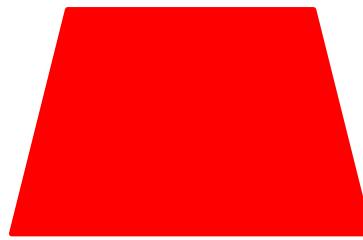
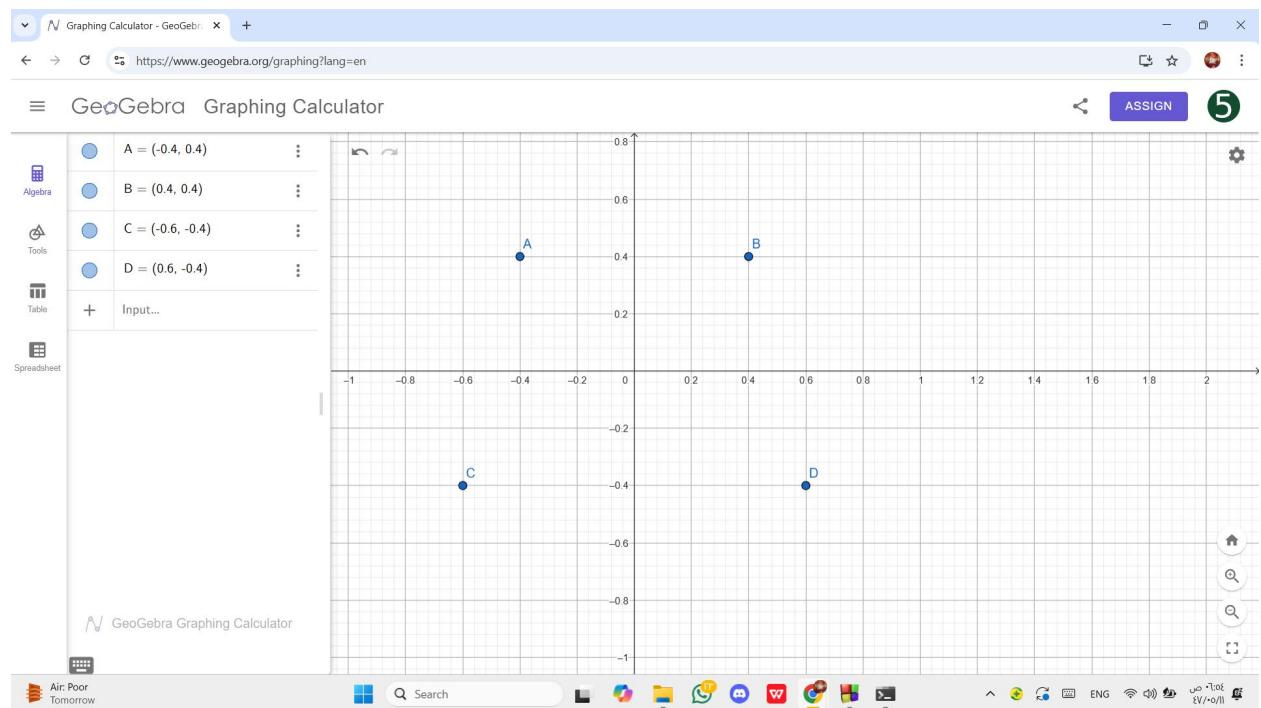
Output Screenshot (Full Screen)-

The screenshot shows the Code::Blocks IDE interface with the following details:

- Title Bar:** main.cpp [Lines] - Code::Blocks 20.03
- Menu Bar:** File, Edit, View, Search, Project, Build, Debug, Fortran, wxSmith, Tools, Tools+, Plugins, Doxygen, Settings, Help
- Toolbar:** Includes icons for Open, Save, Build, Run, Stop, Minimize, Maximize, Close, and others.
- Project Explorer:** Shows a workspace named "Lines" containing a project with sources "main.cpp".
- Code Editor:** The main window displays the C++ code for "main.cpp". The code includes OpenGL headers and functions to draw a straight line from (-0.6f, 0.4f) to (0.6f, 0.4f). It also handles command-line arguments and initializes the OpenGL window.
- Output Window:** Shows logs and other build-related information.
- Status Bar:** Displays file path (C:\Users\VICTUS\Desktop\Lines\main.cpp), current file (C/C++), build configuration (WINDOWS-1252), line number (Line 22), column (Col 36), position (Pos 675), and other settings like Insert, Read/Write, default.
- System Tray:** Shows icons for battery, signal strength, volume, and system status.

Question-

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**Graph Plot (Picture)-****Code-**

```
#include <windows.h>
#include <GL/glut.h>
void display() {
    glClearColor(1.0, 1.0, 1.0, 1.0);
    glClear(GL_COLOR_BUFFER_BIT);

    glColor3f(1.0f, 0.0f, 0.0f);
    glBegin(GL_QUADS);
    glVertex2f(-0.4f, 0.4f); // A
    glVertex2f( 0.4f, 0.4f); // B
    glVertex2f( 0.6f, -0.4f); // D
    glVertex2f(-0.6f, -0.4f); // C
    glEnd();
```

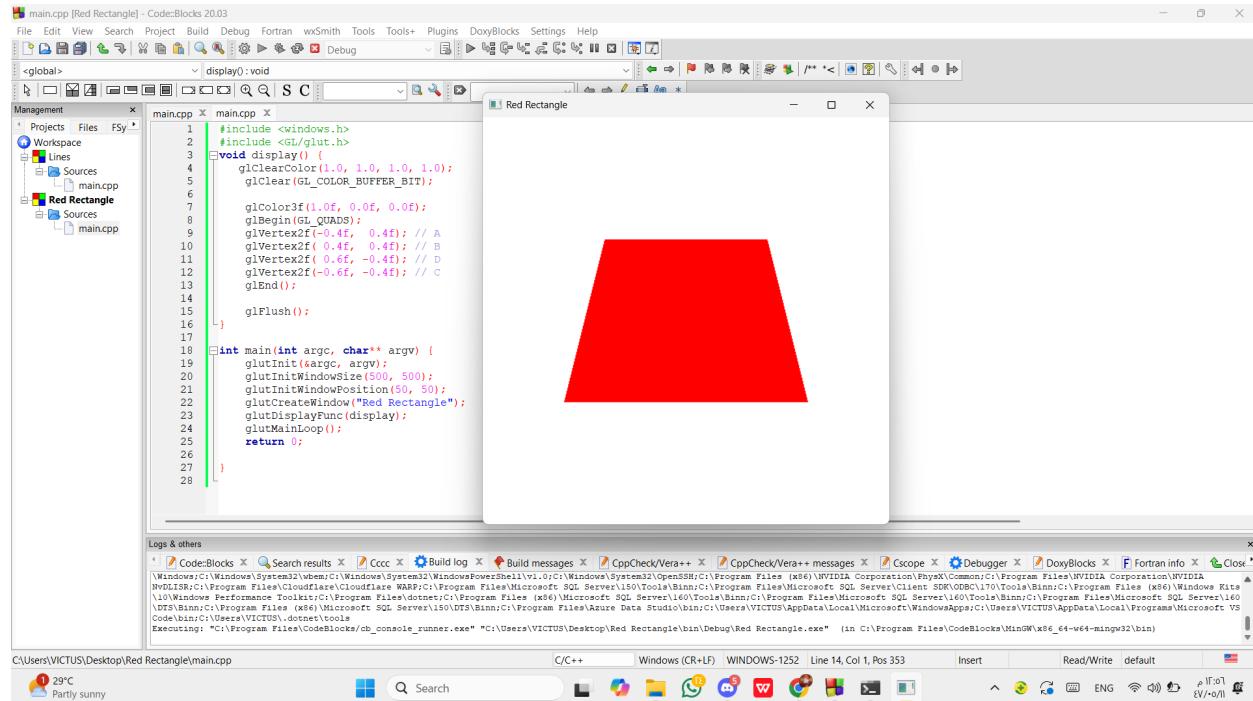
```

glFlush();
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitWindowSize(500, 500);
    glutInitWindowPosition(50, 50);
    glutCreateWindow("Rainbow Flag");
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}

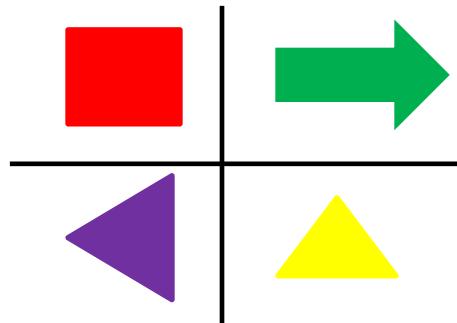
```

Output Screenshot (Full Screen)-

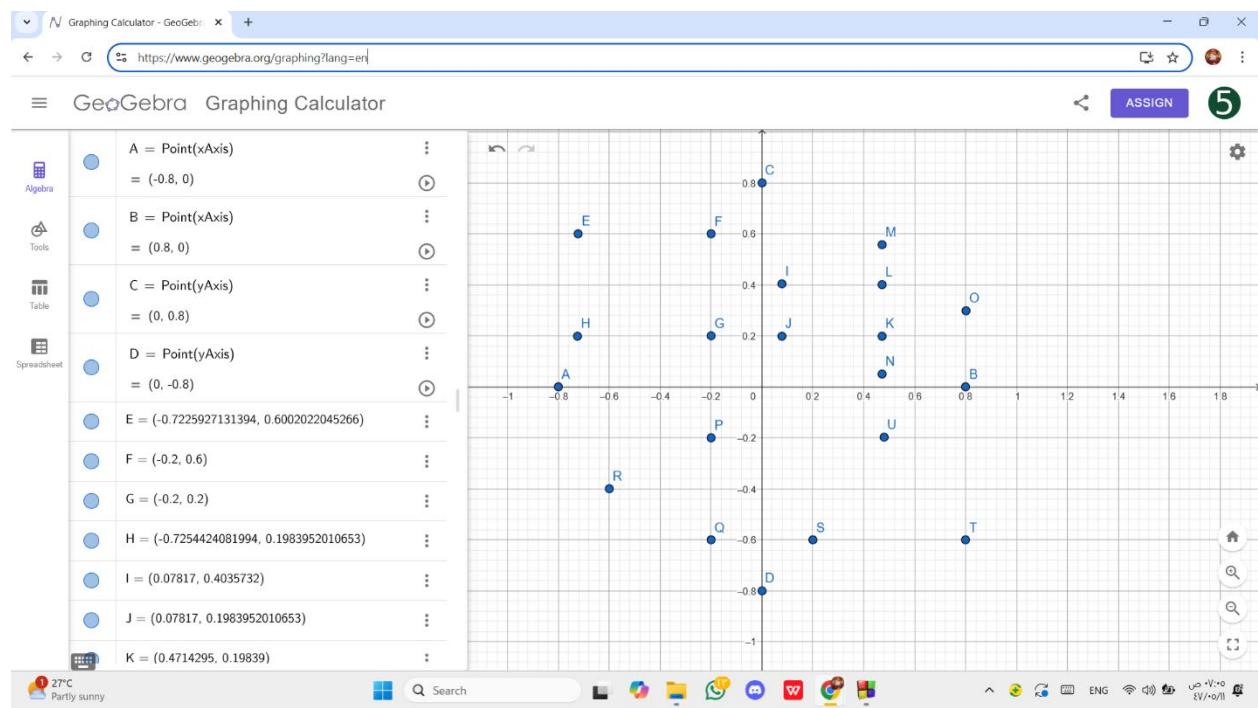


Question-

Draw the object-



Graph Plot (Picture)-



Code-

```
#include <windows.h>
#include <GL/glut.h>
void display() {
    glClearColor(1.0, 1.0, 1.0, 1.0);
    glClear(GL_COLOR_BUFFER_BIT);

    glColor3f(0.0f, 0.0f, 0.0f); // Black color
    glLineWidth(3.0f);          // Line thickness
    glBegin(GL_LINES);          // Start drawing a line
```

```

glVertex2f(-0.8f, 0.0f); // Point A
glVertex2f( 0.8f, 0.0f); // Point B
glEnd();
glBegin(GL_LINES);      // Start drawing a line
glVertex2f( 0.0f, 0.8f); // C
glVertex2f( 0.0f, -0.8f); // D

glEnd();

glColor3f(1.0f, 0.0f, 0.0f);
glBegin(GL_QUADS);
glVertex2f(-0.7225927f, 0.6002022f); // E
glVertex2f(-0.2f,     0.6f);    // F
glVertex2f(-0.2f,     0.2f);    // G
glVertex2f(-0.7254424f, 0.1983952f); // H

glEnd();
glColor3f(0.0f, 1.0f, 0.0f); // Green
glBegin(GL_POLYGON);      // Start polygon
glVertex2f(0.07817f, 0.4035732f); // I
glVertex2f(0.07817f, 0.1983952f); // J
glVertex2f(0.4714295f, 0.19839f); // K
glVertex2f(0.4714295f, 0.4035732f); // L
glEnd();
glBegin(GL_TRIANGLES);    // Start drawing triangle
glVertex2f(0.4714295f, 0.557456f); // M
glVertex2f(0.4714295f, 0.050211f); // N
glVertex2f(0.8019941f, 0.2981345f); // O
glEnd();

glColor3f(1.0f, 0.0f, 1.0f); // Purple color
glBegin(GL_TRIANGLES);      // Draw filled triangle
glVertex2f(-0.2f, -0.2f); // P
glVertex2f(-0.2f, -0.6f); // Q
glVertex2f(-0.6f, -0.4f); // R
glEnd();

glColor3f(1.0f, 1.0f, 0.0f); // Yellow color
glBegin(GL_TRIANGLES);      // Draw filled triangle
glVertex2f(0.2f, -0.6f);   // S
glVertex2f(0.8f, -0.6f);   // T
glVertex2f(0.4799786f, -0.1977124f); // U
glEnd();

glFlush();
}

```

```

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitWindowSize(500, 500);
    glutInitWindowPosition(50, 50);
    glutCreateWindow("Rainbow Flag");
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}

```

Output Screenshot (Full Screen)-

