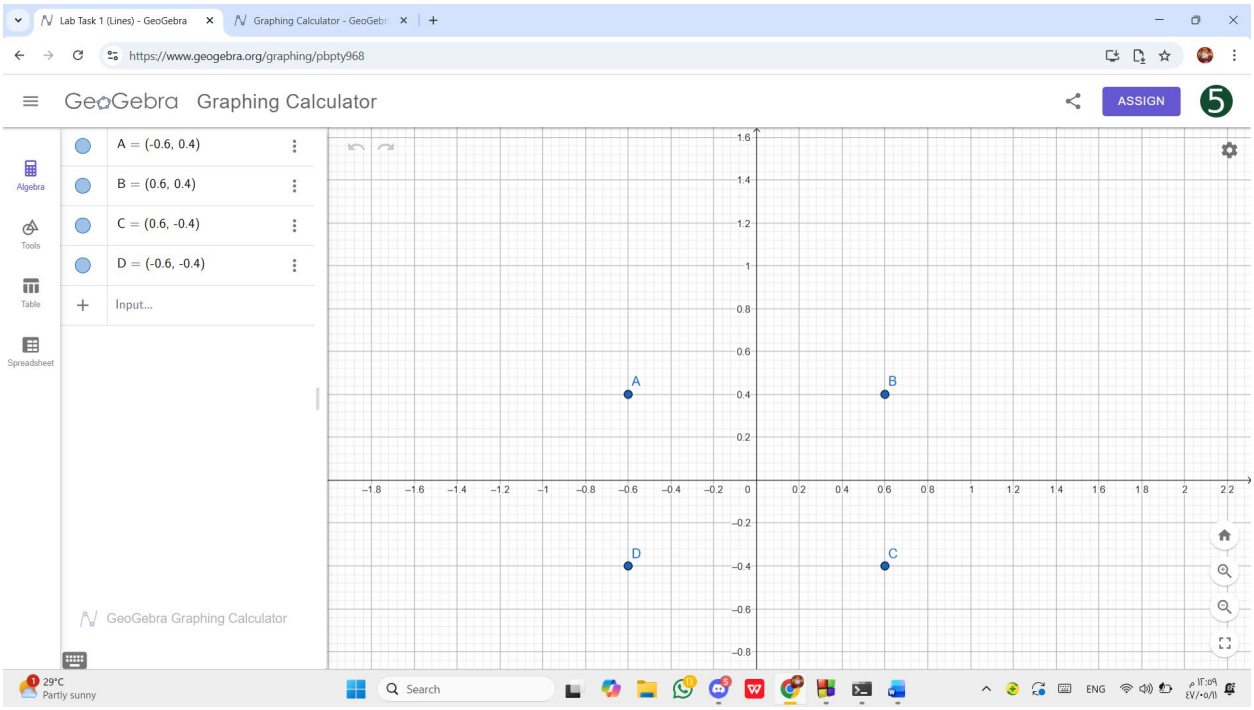
Lab Taks-1

Question-

Draw the object-

Graph Plot (Picture)-

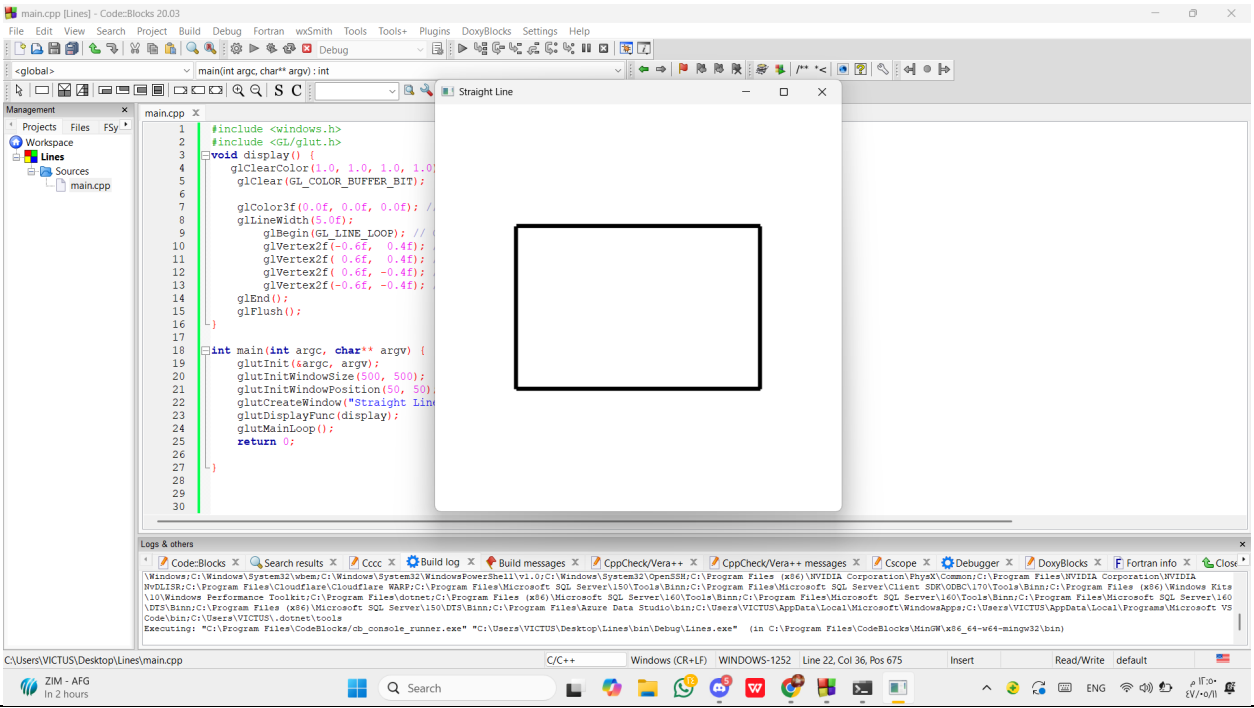


Code-

```
#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;

}
```

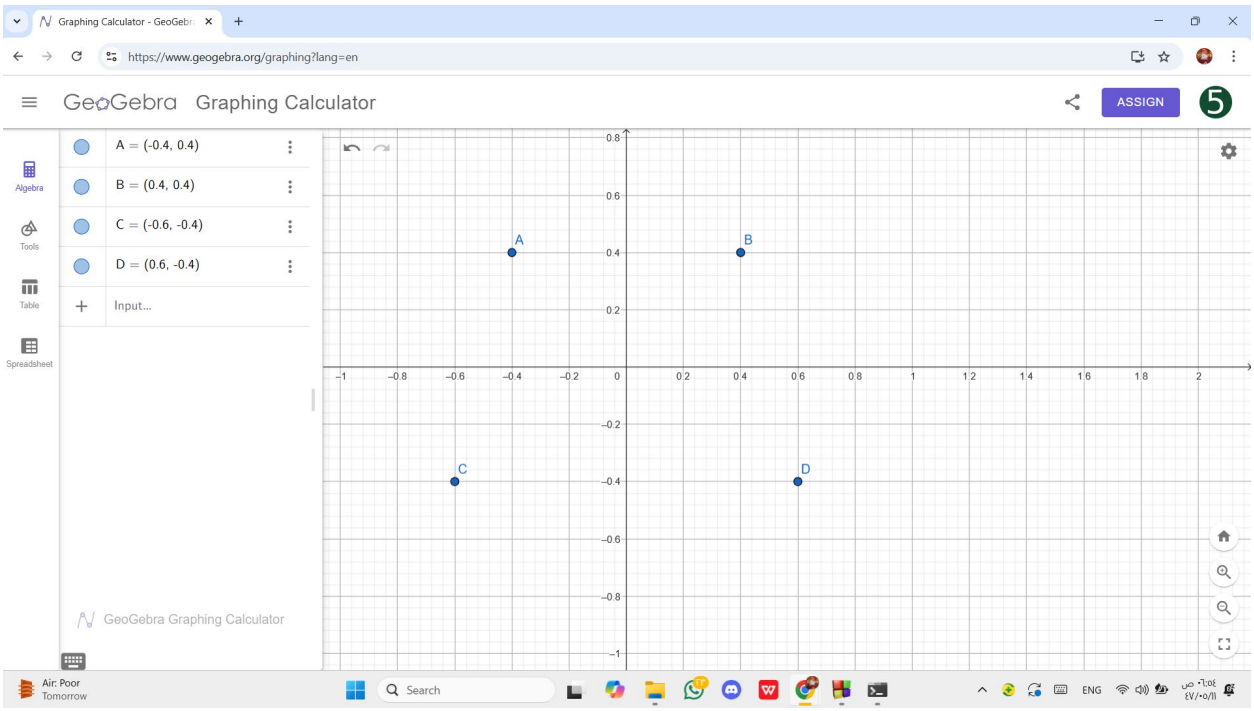
Output Screenshot (Full Screen)-



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(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");
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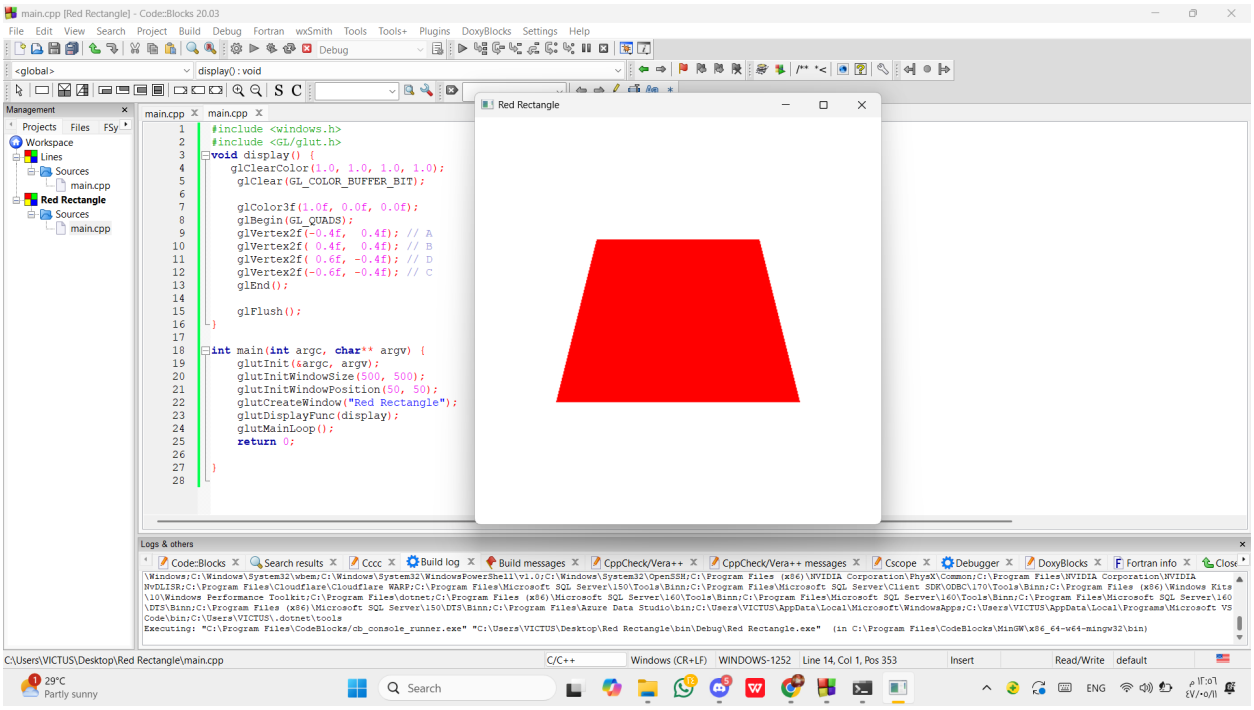
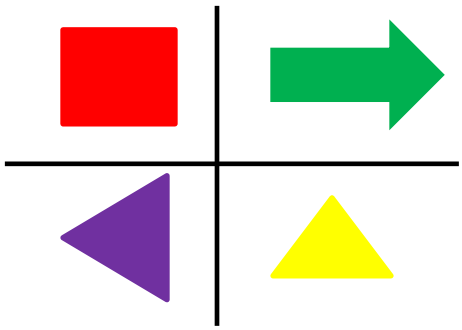
Output Screenshot (Full Screen)-

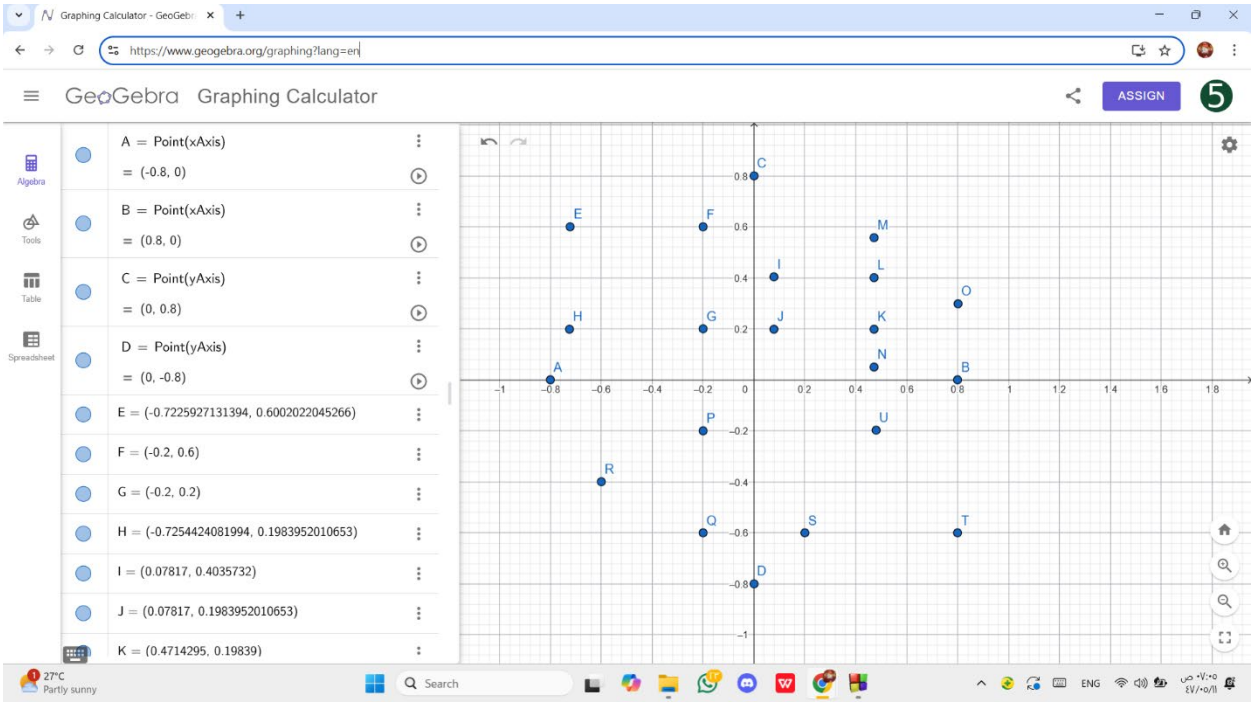


Question-

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;

}
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Output Screenshot (Full Screen)-