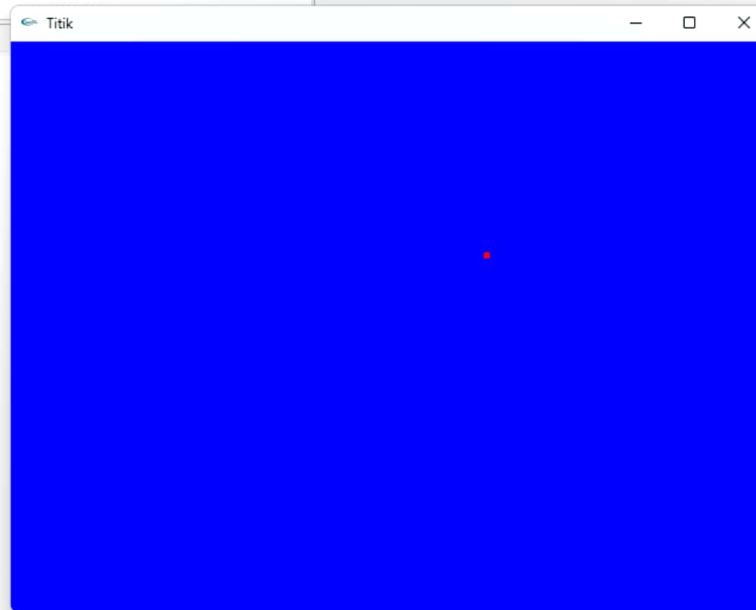



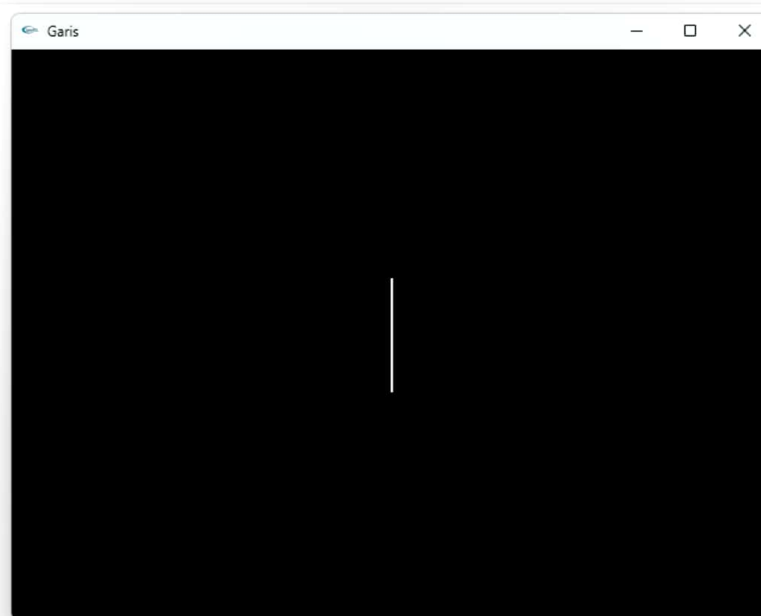
```
.cpp
1 // Nama : Nabila Najma Manika
2 // NIM : 24060122140172
3 // Lab : C1
4
5 #include <GL/glut.h>
6 #include <stdlib.h>
7
8 void point (void){
9     glClear(GL_COLOR_BUFFER_BIT);
10    glPointSize(5.0f);
11    glBegin(GL_POINTS);
12    glColor3f(1.0f,0.0f, 0.0f);
13    glVertex3f(0.25,0.25,0.0);
14    glEnd (); glFlush();
15 }
16 int main(int argc, char*argv[]){
17     glutInit(&argc, argv);
18     glutInitWindowSize (640,480);
19     glutInitDisplayMode (GLUT_SINGLE | GLUT_RGBA );
20     glutCreateWindow("Titik");
21     glutDisplayFunc (point);
22     glClearColor(0.0f,0.0f, 1.0f, 1.0f);
23     glutMainLoop();
24     return 0;
25 }
26
```



```
-----
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\mycom\OneDrive\Documents\Website\Project5.exe
- Output Size: 93,6259765625 KiB
- Compilation Time: 0,34s
```

garis.cpp

```
1 // Nama : Nabila Najma Manika
2 // NIM : 24060122140172
3 // Lab : C1
4
5 #include <GL/glut.h>
6 #include <stdlib.h>
7
8 void Garis(void) {
9     glClear(GL_COLOR_BUFFER_BIT);
10    glLineWidth(2.0f);
11    glBegin(GL_LINES);
12    glColor3f(1.0f, 1.0f, 1.0f);
13    glVertex3f(0.0, 0.20, 0.0);
14    glVertex3f(0.0, -0.20, 0.0);
15    glEnd();
16    glFlush();
17 }
18
19 int main(int argc, char* argv[]) {
20     glutInit(&argc, argv);
21     glutInitWindowSize(640, 480);
22     glutInitDisplayMode(GLUT_SINGLE | GLUT_RGBA);
23     glutCreateWindow("Garis");
24     glClearColor(0.0f, 0.0f, 0.0f, 0.0f);
25     glutDisplayFunc(Garis);
26     glutMainLoop();
27     return 0;
28 }
```

 Compiler Resources Compile Log Debug Find Results Close

Abort Compilation

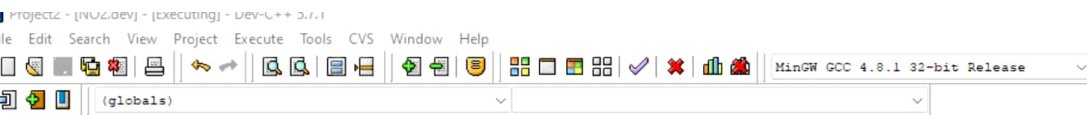
Compilation results...

```
-----
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\mycom\OneDrive\Documents\Website\Garis.exe
- Output Size: 93,6259765625 KiB
- Compilation Time: 0,08s
```

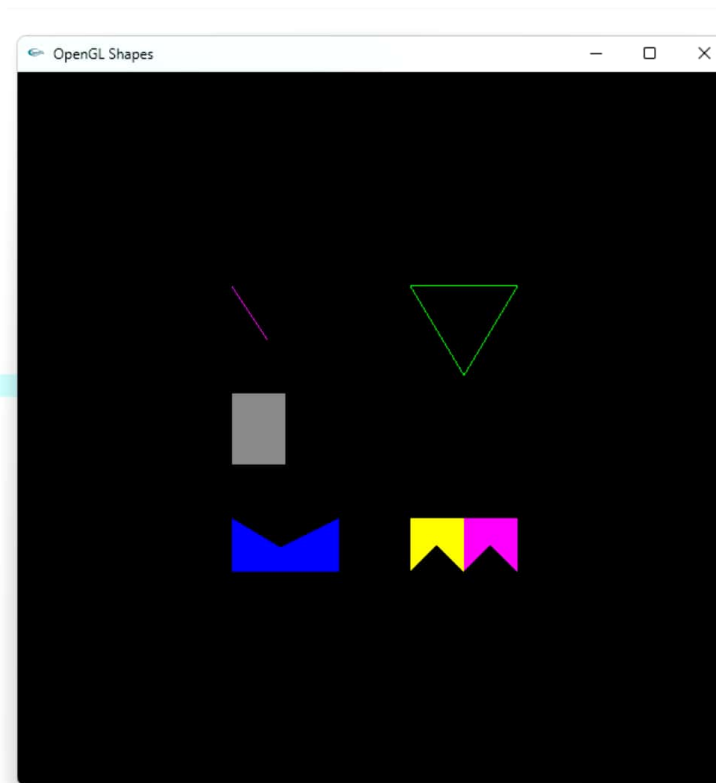
Shorten compiler paths

Line: 29 Col: 1 Sel: 0 Lines: 30 Length: 655 Insert Done parsing in 0 seconds

```
Project2 - [NU2.dev] - Dev-C++ 5.11.1
File Edit Search View Project Execute Tools CVS Window Help
MinGW GCC 4.8.1 32-bit Release
(globals)
] 2.cpp
1 // Nama : Nabila Najma Manika
2 // NIM : 24060122140172
3 // Lab : C1
4 #include <GL/glut.h>
5 #include <stdlib.h>
6
7 void display() {
8     glClear(GL_COLOR_BUFFER_BIT);
9
10    // Menggambar garis strip (warna merah)
11    glBegin(GL_LINE_STRIP);
12    glColor3f(1.0, 0.1, 1.0);
13    glVertex2f(-0.8, 0.8);
14    glVertex2f(-0.8, 0.8);
15    glVertex2f(-0.6, 0.5);
16    glEnd();
17
18    // Menggambar Loop garis (warna hijau)
19    glBegin(GL_LINE_LOOP);
20    glColor3f(0.0, 1.0, 0.0);
21    glVertex2f(0.2, 0.8);
22    glVertex2f(0.5, 0.3);
23    glVertex2f(0.8, 0.8);
24    glEnd();
25
26    // Menggambar triangle fan (warna biru)
27    glBegin(GL_TRIANGLE_FAN);
28    glColor3f(0.0, 0.0, 1.0);
29    glVertex2f(-0.8, -0.8);
30    glVertex2f(-0.8, -0.5);
31    glVertex2f(-0.3, -0.8);
32    glVertex2f(-0.2, -0.5);
33    glVertex2f(-0.2, -0.8);
34    glEnd();
35
36    // Menggambar triangle strip (warna kuning)
37    glBegin(GL_TRIANGLE_STRIP);
38    glColor3f(1.0, 1.0, 0.0);
39    glVertex2f(0.2, -0.8);
40    glVertex2f(0.5, -0.5);
41    glVertex2f(0.2, -0.5);
42    glVertex2f(0.5, -0.8);
43    glEnd();
44
45    // Menggambar triangle strip (warna ungu)
46    glBegin(GL_TRIANGLE_STRIP);
47    glColor3f(0.8, 0.0, 0.8);
48    glVertex2f(0.2, 0.8);
49    glVertex2f(0.5, 0.5);
50    glVertex2f(0.2, 0.5);
51    glVertex2f(0.5, 0.8);
52    glEnd();
53
54    glutSwapBuffers();
55    glutPostRedisplay();
56    glutTimerFunc(1000, display, 0);
57}
```



```
49 glVertex2f(0.8, -0.5);
50 glVertex2f(0.5, -0.5);
51 glVertex2f(0.5, -0.8);
52 glEnd();
53
54 // Menggambar quad strip (warna abu-abu)
55 glBegin(GL_QUAD_STRIP);
56 glColor3f(0.5, 0.5, 0.5);
57 glVertex2f(-0.8, 0.2);
58 glVertex2f(-0.5, 0.2);
59 glVertex2f(-0.8, -0.2);
60 glVertex2f(-0.5, -0.2);
61 glEnd();
62
63 glFlush();
64 }
65
66 void init() {
67     glClearColor(-2.0, 0.0, 0.0, 1.1);
68     glMatrixMode(GL_PROJECTION);
69     glLoadIdentity();
70     gluOrtho2D(-2.0, 2.0, -2.0, 2.0);
71 }
72
73 int main(int argc, char** argv) {
74     glutInit(&argc, argv);
75     glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
76     glutInitWindowSize(600, 600);
77     glutInitWindowPosition(150, 150);
78     glutCreateWindow("OpenGL Shapes");
79     init();
80     glutDisplayFunc(display);
81     glutMainLoop();
82     return 0;
83 }
84
```



Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\mycom\OneDrive\Documents\Website\N02.exe
- Output Size: 95,875 KiB
- Compilation Time: 0,09s

Shorten compiler paths

Line: 65 Col: 1 Sel: 0 Lines: 84 Length: 2083 Insert Done parsing in 0,016 seconds

