# 4. IMPLEMENTATION

The implementation of Hand Cricket begins with the declaration of the global variables:

* sw & sh which represent the screen resolution
* texID1,texID2,texID3,texID4, texID5,texID6,texID7,texID8,texID9, texIDg, texIDc, texIDhc, texIDp which represent the various textures which hold different images
* xRaster & yRaster which represent the positions for graph
* p[3] which holds the scoring mechanism
* stat[60] holds the various runs scored in each ball
* ran()

This will generate a random number which will be used as run hit by computer

* drawText()

This we are using to draw different texts with different scale this function tweeks original bitmap character function with scaling factor.

* drawNumber()

This we are using to draw numbers on our screen.

* GLuint LoadTexturehc(char\* file)

We use this to load texture to our window which takes file name as input parameter here we are loading handcricket logo

* GLuint LoadTexturep(char\* file)

We use this to load texture to our window which takes file name as input parameter here we are loading pes logo

* LoadMainGLTextures()

This we are using to load images to the textures and set them their respective ones

* gamedisp1()

This function we are used to load main game screen with different textures in it like hand score and input screen.

* gamedisp2()

This we are using to draw the numbers through which user gives input.

* gamedisp3()

This we are using to draw scores and target at right bottom of the screen.

* howtoplay()

This function is used to load the how to play instructions for the user.

* splash()

This function will load first screen with all its textures defined.

* barchart()

This function is used to draw statistical bar graph at the end.

* credits()

This is used to call credits screen with some delay.

* game()

This used to call main game screen in order with delay.

* anim()

This is used to change the hand textute according to user input.

* action()

Will display the run scored by the user and computer.

* myreshape()

Used to reshape window whenever the user presses maximize button.

* main()

First we set the display mode to double. Then we initialize the window. After that we create the output window called “HandCricket”. One by one we are calling keyboard, mouse, display and reshape function.