#include <windows.h>

#include <GL/gl.h>

#include <GL/glut.h>

#include <iostream>

#define sign(x) ((x>0)?1:((x<0)?-1:0))

using namespace std;

float x1, y1, x2, y2, x\_incr = 0;

GLfloat vertices[] = {0.0f, 0.0f, 0.0f,

0.0f, 0.5f, 0.0f,

-0.5f, 0.5f, 0.0f,

-0.5f, 0.0f, 0.5f,

1.0f, 0.0f, 0.0f,

0.0f, 1.0f, 0.0f,

-0.5f, 0.5f, 0.0f,

-0.5f, 0.0f, 1.0f

};

/\*GLfloat colors[] = {01.0f, 0.0f, 0.0f,

0.0f, 1.0f, 0.0f,

-0.5f, 0.5f, 0.0f,

-0.5f, 0.0f, 1.0f

};

\*/

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glEnableClientState(GL\_COLOR\_ARRAY);

glEnableClientState(GL\_VERTEX\_ARRAY);

glVertexPointer(3, GL\_FLOAT,0, vertices);

glColorPointer(3, GL\_FLOAT, 0, vertices+12);

//glRotatef(0.1f, 0.0f, 1.0f, 1.0f);

glTranslatef(x\_incr, 0.001f, 0.0001f);

glDrawArrays(GL\_POLYGON, 0, 4);

glDisableClientState(GL\_VERTEX\_ARRAY);

glDisableClientState(GL\_COLOR\_ARRAY);

glutSwapBuffers();

}

void reshape(int w, int h)

{

glViewport(0.0, 0.0, w, h);

}

void intiopenGL()

{

glClearColor(0.0, 0.0, 0.0, 1.0);

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

glMatrixMode (GL\_PROJECTION);

glLoadIdentity();

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGBA | GLUT\_DEPTH);

glutInitWindowSize(640, 640);

glutInitWindowPosition(50, 50);

glutCreateWindow("Vertex Array");

intiopenGL();

glutDisplayFunc(display);

glutIdleFunc(display);

glutReshapeFunc(reshape);

glutMainLoop();

return 0;

}