#include "stdafx.h"

#include<GL\glut.h>

void Primitives(void)

{

//clears all pixels

glClear(GL\_COLOR\_BUFFER\_BIT);

//sdraws a colorful triangle

glBegin(GL\_LINES);

glVertex2d(150, 150);

glVertex2d(450, 150);

glVertex2d(450, 150);

glVertex2d(450, 450);

glVertex2d(450, 450);

glVertex2d(150, 150);

glEnd();

//glFlush();

//clears all pixels

//glClear(GL\_COLOR\_BUFFER\_BIT);

//sdraws a colorful triangle

glBegin(GL\_TRIANGLES);

glColor3f(1.0f, 0.0f, 0.0f); //red

glVertex3f(5.0f, 5.0f, 0.0f);

glColor3f(0.0f, 1.0f, 0.0f); //green

glVertex3f(25.0f, 5.0f, 0.0f);

glColor3f(0.0f, 0.0f, 1.0f); //blue

glVertex3f(25.0f, 25.0f, 0.0f);

glEnd();

glFlush();

}

void display(void)

{

//clears all pixels

glClear(GL\_COLOR\_BUFFER\_BIT);

//sdraws a colorful triangle

glBegin(GL\_TRIANGLES);

glColor3f(0.0f, 0.0f, 0.0f); //red

glVertex3f(5.0f, 5.0f, 0.0f);

glColor3f(0.0f, 1.0f, 0.0f); //green

glVertex3f(25.0f, 5.0f, 0.0f);

glColor3f(0.0f, 0.0f, 1.0f); //blue

glVertex3f(25.0f, 25.0f, 0.0f);

glEnd();

glFlush();

}

void init(int i)

{

if (i == 1){

glClearColor(0.5, 0.5, 0.5, 0.0);

glColor3f(1.0, 0.0, 0.0);

glViewport(0, 0, 640, 480);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0, 640, 0, 480);

glClearColor(0.5, 0.5, 0.5, 0.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(0.0, 30.0, 0.0, 35.0, -1.0, 1.0);

}

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(640, 480);

glutInitWindowPosition(30, 30);

glutCreateWindow("Primitives");

init(1);

glutDisplayFunc(Primitives);

glutMainLoop();

return 0;

}

