#include "stdafx.h"

#include <stdio.h>

#include <iostream>

#include <GL/glut.h>

using namespace std;

void Sphere()

{

glutSolidSphere(0.5, 500.0, 50.0);

glFlush();

}

void Init(void)

{

GLfloat mat\_specular[] = { 0.0, 0.0, 0.0, 1.0 };

GLfloat mat\_shininess[] = { 0.25 };

GLfloat light\_position[] = { 1.0, 1.0, -1.01, 0.0 };

glShadeModel(GL\_SMOOTH);

glMaterialfv(GL\_FRONT, GL\_SPECULAR, mat\_specular);

glMaterialfv(GL\_FRONT, GL\_SHININESS, mat\_shininess);

glLightfv(GL\_LIGHT0, GL\_POSITION, light\_position);

glClear(GL\_DEPTH\_BUFFER\_BIT);

glEnable(GL\_LIGHTING);

glEnable(GL\_LIGHT0);

glEnable(GL\_DEPTH\_TEST);

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB | GLUT\_DEPTH);

glutInitWindowSize(1000, 600);

glutInitWindowPosition(0, 0);

glutCreateWindow("Lighting");

Init();

glutDisplayFunc(Sphere);

glutMainLoop();

return 0;

}

