**Table of contents**

1. Introduction………………………………………………………… ……. 1
   1. Computer Graphics…………………………………………………… 1
   2. Application of Computer Graphics…………………………………... 2
   3. OpenGL……………………………………………………………… 5
   4. Problem Statement…………………………………………………… 8
   5. Objective Of The Project …….……………………………………… 8
   6. Organization Of The Report..………………………………………… 8
2. System Specification …………………………………………………….. 9
   1. Software Requirements……………………………………………….. 9
   2. Hardware Requirements……………………………………………… 9
3. Analysis…………………………………………………………………… 10
4. Design…………………………………………………………………….. 11

4.1 Flow Diagram………………………………………………………… 11

4.2 Description of Flow Diagram………………………………………… 12

1. Implementation…………………………………………………………… 13
   1. Built In Functions…………………………………………………….. 13
   2. User Defined Functions With Modules………………………………. 15
2. Testing…………………………………………………………………….. 24
3. Snapshots………………………………………………………………….. 26
4. Conclusion………………………………………………………………… 28

Future Enhancement………………………………………………………. 29

Appendix………………………………………………………………….. 30

Bibliography……………………………………………………………….. 32