**Chapter 8**

**CONCLUSION**

This mini project on CLOCK using OpenGL is a reliable graphics package that provides the user with the basic working of an analog as well as a digital clock. It provides the user with certain other operations like toggling between two different kinds of views, adjusting the brightness by turning the lights on or off, also allows the user to read a short description of what the project is about. The user-friendly interface allows the user to interact with it very effectively.