GLintPoint CP; //CP: current position

//drawTween()  
void canvas::drawTween(Point2 A[], Point2 B[], int n, float t)  
{for (int i=0; i<n; i++)  
 {Point2 P;  
 P=Tween(A[i], B[i], t);  
 if (i==0) moveTo(P.x, P.y);  
 else lineTo(P.x, P.y);  
 }  
}

//lerp()  
float lerp(float a, float b, float t)  
{return a+(b-a)\*t;  
}

//Tween()

//drawDot()  
void drawDot(GLint x, GLint y)  
{glBegin(GL\_POINTS);  
 glVertex2i(x,y);  
glEnd();  
}  
//drawLine()  
void drawLine(GLint x1, GLint y1, GLint x2, GLint y2)  
{glBegin(GL\_LINES);  
 glVertex2i(x1,y1);  
 glVertex2i(x2,y2);  
glEnd();  
}

//moveTo()  
void moveTo(GLint x, GLint y)  
{CP.x=x;CP.y=y;  
}

//lineTo()  
void lineTo(GLine x,GLint y)  
{glBegin(GL\_LINES);  
 glVertex2i(CP.x,CP.y);  
 glVertex2i(x,y);  
glEnd();  
glFlush();  
CP.x=x;CP.y=y;  
}

//setWindow  
void setWindow(GLdouble left, GLdouble right, GLdouble bottom, GLdouble top)  
{glMatixModel(GL\_PROJECTION);  
glLoadIdentity();  
gluOrtho2D(left, right, bottom, top);  
}

//setViewport  
void setViewport(GLint left, GLint right, GLint bottom, GLint top)  
{glViewport(left, bottom, right-left, top-bottom);  
}

//GLPoint  
struct GLPoint  
{GLfloat x,y;  
}