**VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

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**Project On**

**“BUSSTOP SIMULATION”**

**Bachelor of Engineering**

**In**

**Computer Science and Engineering**

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**Submitted by**

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**ABSTRACT**

Bus stop simulation is an open GL computer graphics project using open GL function it is a user interactive program where in the user can view the required display by making use of the input devices like keyboard and mouse. These computer graphic project mainly consists of human and bus. The man made to sit on the bus, so that it looks like a man is travelling in the bus the bus is moved by using keyboard or mouse

**INTRODUCTION**

One of the main elements characterising urban public transport is the

stop .the complexity of bus stops is mostly related with the proper allocation and geometric designing .the first one is relatively well examined ,however there is a lack of specific guidelines has to design of the bus stops ,i.e. defining adequate number of boarding and alighting zones and in consequences the length of the kerb side. the insufficient length of the bus stops may cause times losses on the expense of buses and passengers who are queuing to reach the loading area, what forces buses to.

**DESCRIPTION**

It is a computer graphics project made using visual studio.in these project it shows about bus stop.

In this post I am going to show the open GL code on bus stop using the computer graphics and Open GL API.

There is a bus stop where the bus pics up a girl and moves her to the college gate

The problem here is that after moving the bus to the parking plotted us not end the animation. we need to end the window manually **.**