



```
void parameterizedHouse(GLint X2, GLint Y2, GLint L, GLint H)  
{  
    glClear(GL_COLOR_BUFFER_BIT);  
    glBegin(GL_LINE_LOOP);  
    //-----  
    // dibuja la casa  
        glVertex2i( X2, Y2);  
        glVertex2i( X2-L/2,Y2-0.375*H);  
        glVertex2i( X2-L/2, Y2-H);  
        glVertex2i( X2+L/2,Y2-H);  
        glVertex2i( X2+L/2,Y2-0.375*H);  
    glEnd();  
    //-----
```

```
// dibuja la puerta
```

```
GLint X1 = X2-L/2;
```

```
GLint Y1 = Y2 - H;
```

```
glBegin(GL_LINE_STRIP);
```

```
glVertex2i(X1+0.12*L,Y1);
```

```
glVertex2i(X1+0.12*L,Y1+0.4*H);
```

```
glVertex2i(X1+0.12*L+0.25*L,Y1+0.4*H);
```

```
glVertex2i(X1+0.12*L+0.25*L,Y1);
```

```
glEnd();
```

```
//-----
```

```
// dibuja la ventana
```

```
GLint x1 = X1 + 0.75*L;
```

```
GLint y1 = Y1 + 0.3*H;
```

```
GLint anch_Vent = 0.125*L;
```

```
glBegin(GL_LINE_LOOP);
```

```
glVertex2i(x1, y1);
```

```
glVertex2i(x1 + anch_Vent,y1 );
```

```
glVertex2i(x1 + anch_Vent,y1 + anch_Vent  
);
```

```
glVertex2i(x1, y1 + anch_Vent );
```

```
glEnd();
```

```
}
```