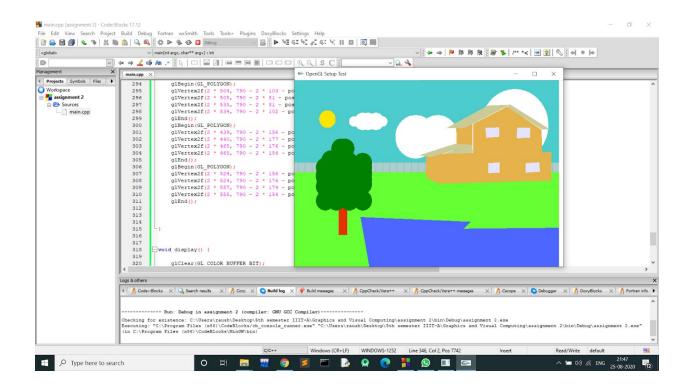
This is the original code that was available in Assignment2_gvc.cpp of my project named "assignment 2". I created this project using glut project via Code Blocks.

This is the output of the original code.

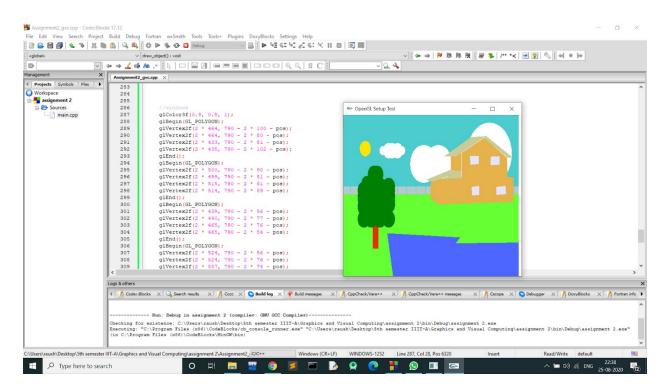
You may see the GLUT shapes in the screenshot attached below.



Now this is the modified code. So what I have done here in this code is nothing but the modification of the parameter of the original code.

I have changed some parameters like the size of GL_POLYGON , window size, window position and gl size etc .

You may refer to the GLUT shape attached below-



Conclusion -

When I modified the parameters of the original code I got the landscape GLUT shapes(as clearly visible in the above screenshot of the modified code). I have decreased the parameters to a smaller value . Things will be very clear when you compare both the images. You will clearly imagine/understand the difference between these two screenshots attached in this document.