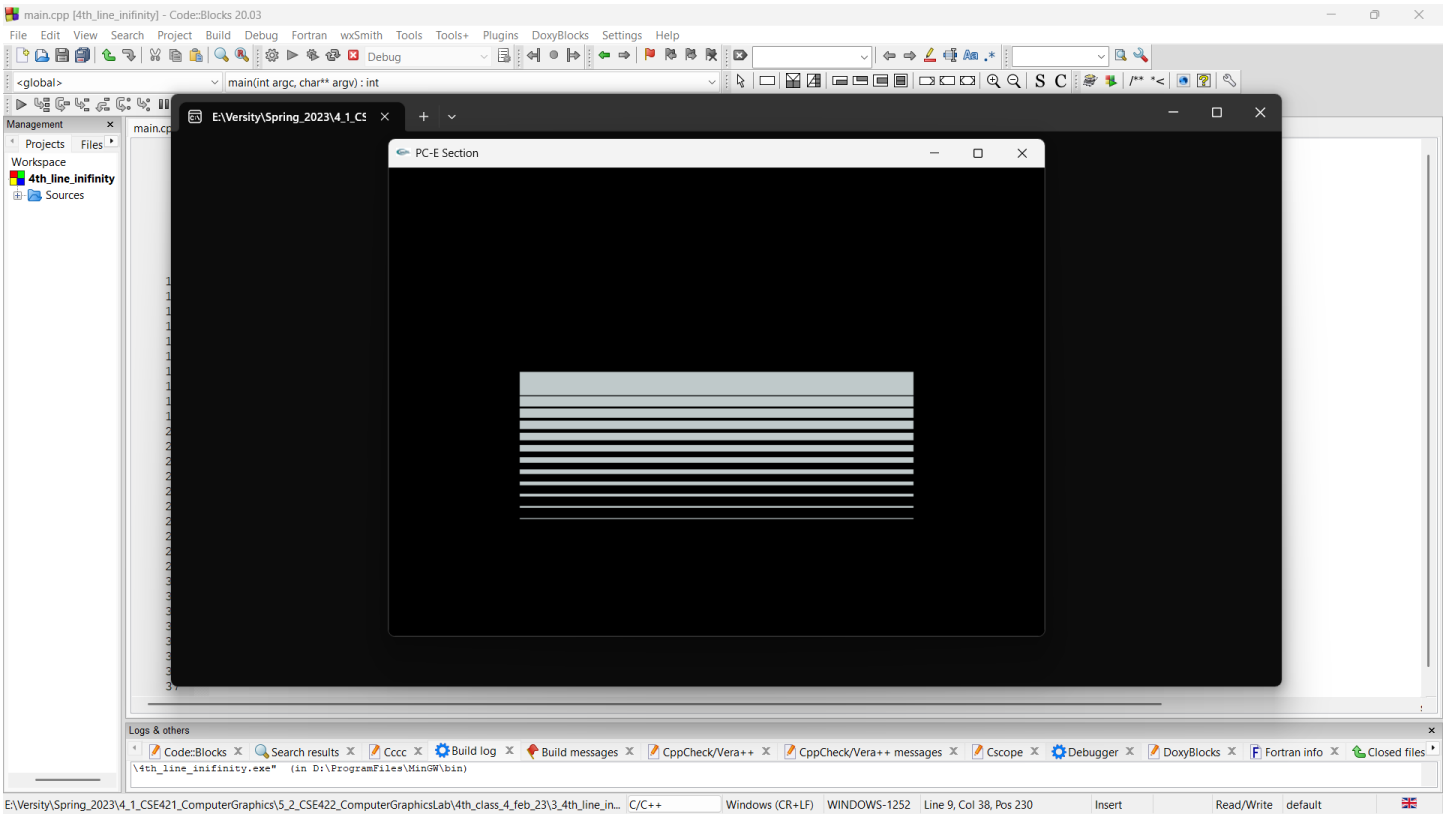
# Source Code

```
#include <GL/gl.h>
#include <GL/glu.h>
#include <GL/glut.h>
void display();
void init();
int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB);
    glutInitWindowPosition(300, 100);
    glutInitWindowSize(700, 500);
    glutCreateWindow("PC-E Section");
    glutDisplayFunc(display);
    init();
    glutMainLoop();
    return 0;
}
void display() {
    glClear(GL_COLOR_BUFFER_BIT);
    glLoadIdentity();
    for(int i=1;i<=13;i++){
        glColor3ub(191, 201, 202);
        glLineWidth(i);
        glBegin(GL_LINES);
            glVertex2f(8, i+9);
            glVertex2f(32, i+9);
        glEnd();
    }
    glFlush();
}
void init() {
    glClearColor(0.0, 0.0, 0.0, 0.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(0.0, 40.0, 0.0, 40.0);
    glMatrixMode(GL_MODELVIEW);
}
```

# OutPut




# Discussion

By the above code I create a window using the GLUT library for OpenGL graphics, and draw a series of 13 parallel lines on the window. The lines are drawn using the **glBegin(GL_LINES)** function, which specifies that a series of lines will be drawn. The **glVertex2f** function is used to specify the start and end points of each line. The color of the lines is set to a light gray color using the **glColor3ub** function, and the width of each line is set using the **glLineWidth** function.

The **init** function sets up the display environment by setting the clear color to black, setting up an orthographic projection, and specifying the modelview matrix. The **glutDisplayFunc** function sets the **display** function as the function to be called for rendering the window. The **glutMainLoop** function starts the main event processing loop, which is responsible for handling window events and redrawing the window as necessary.