#include <iostream>

#include<cstdio>

#include <GL/gl.h>

#include <GL/glut.h>

#include <math.h>

#include<Windows.h>

#include<MMSystem.h>

#include<iostream>

GLfloat position = 1.2f;

GLfloat position2 = -0.2f;

GLfloat position3 = 2.5f;

GLfloat position4 = 0.0f;

GLfloat position5 = 1.2f;

GLfloat position6 = -1.5f;

GLfloat position7 = 0.0f;

GLfloat speed = 0.025f;

GLfloat speed2 = 0.02f;

GLfloat speed3 = 0.01f;

GLfloat speed4 = 0.032f;

GLfloat speed5 = 0.029;

GLfloat a =0.0f;

int r=135;int g=206;int b=250;int n;

int s=127;int e=234;int m=230;

int l=19;int i=30;int h=100;

int k=0,o=0;

bool onOff;

bool rainday = false;

float \_rain = 0.0f;

int wave\_count=1;

GLfloat flagPos\_X=0.35f;

GLfloat flagPos\_Y=0.55f;

GLfloat flagPos\_Y2=0.40f,

circlePos\_Y=0.475f,

circlePos\_X=0.270f;

//GLfloat rain\_position1 = -0.10f;

//GLfloat rain\_speed1 = 0.1f;

//GLfloat rain\_position2 = -0.10f;

//GLfloat rain\_speed2 = 0.1f;

/\*void rain\_update1(int value) {

if(rain\_position1 <-1.0)

rain\_position1 = 1.0f;

rain\_position1 -= rain\_speed1;

glutPostRedisplay();

glutTimerFunc(200, rain\_update1, 0);

}

void rain\_update2(int value) {

if(rain\_position2 <-1.0)

rain\_position2 = 1.0f;

rain\_position2 -= rain\_speed2;

glutPostRedisplay();

glutTimerFunc(100, rain\_update2, 0);

}\*/

void update(int value) {

if(position > 1.2f)

position = -2.0f;

position += speed;

glutPostRedisplay();

glutTimerFunc(100, update, 0);

}

void updateSun(int value) {

if(position2 > 0.7f)

speed2=0.0f;

else

position2 += speed2;

glutPostRedisplay();

glutTimerFunc(100, updateSun, 0);

}

void updateCloud1(int value) {

if(position3 > 1.2f)

position3=-1.8f;

position3 += speed3;

glutPostRedisplay();

glutTimerFunc(100, updateCloud1, 0);

}

void updateFlag(int value){

if(wave\_count>=1){

flagPos\_X=flagPos\_X+0.015f;

flagPos\_Y2=flagPos\_Y2+0.005f;

flagPos\_Y=flagPos\_Y-0.01f;

circlePos\_Y=circlePos\_Y-0.012f;

circlePos\_X=circlePos\_X+0.015f;

wave\_count--;

}

else{

flagPos\_X=0.35f;

flagPos\_Y2=flagPos\_Y2-0.005f;

flagPos\_Y=flagPos\_Y+0.01f;

circlePos\_Y=circlePos\_Y+0.012f;

circlePos\_X=circlePos\_X-0.015f;

wave\_count++;

}

glutPostRedisplay();

glutTimerFunc(800,updateFlag,0);

}

void init() {

glClearColor(0.0f, 0.0f, 0.0f, 1.0f);

}

void handleMouse(int button, int state, int x, int y) {

if (button == GLUT\_LEFT\_BUTTON)

{

if (state == GLUT\_DOWN)

{

speed += 0.1f;

printf("clicked at (%d, %d)\n", x, y);

}

}

glutPostRedisplay();

}

void updateCar(int value) {

if(position5 > 1.2f)

position5 = -2.0f;

position5 += speed4;

glutPostRedisplay();

glutTimerFunc(100, updateCar, 0);

}

void updateCar2(int value) {

if(position6 < -2.0)

position6 = 1.2f;

position6 -= speed5;

glutPostRedisplay();

glutTimerFunc(100, updateCar2, 0);

}

void human(int value) {

if(position7 < -2.0)

position7 = 2.0f;

position7 -= speed5;

glutPostRedisplay();

glutTimerFunc(100, human, 0);

}

void Rain(int value){

if(rainday){

\_rain += 0.5f;

glBegin(GL\_POINTS);

for(int i=1;i<=5000;i++)

{

int x=rand(),y=rand();

x%=1000; y%=1000;

glBegin(GL\_LINES);

glColor3f(1.0, 1.0, 1.0);

glVertex2d(x,y);

glVertex2d(x-3,y-3);

glEnd();

}

glutPostRedisplay();

glutTimerFunc(10, Rain, 0);

glFlush();

}

}

void handleKeypress(unsigned char key, int x, int y) {

switch (key) {

case 'a':

speed= 0.0f;

break;

case 'w':

speed += 0.01f;

break;

case 'q':

speed -= 0.01f;

break;

case 'n':

r=25;

g=25;

b=112;

position2=-0.2;

speed2=0.02;

n=255;

s=0;

e=105;

m=148;

l=255;

i=255;

h=0;

k=255;

o=255;

break;

case 'd':

r=135;

g=206;

b=250;

position2=-0.2;

position3=-0.2;

speed2=0.02;

n=0;

s=127;

e=234;

m=230;

l=19;

i=30;

h=100;

k=0;

o=0;

break;

case 'r':

rainday = true;

r=25;

g=25;

b=112;

Rain(\_rain);

sndPlaySound("rain.wav",SND\_ASYNC|SND\_LOOP);

break;

case 's':

rainday = false;

sndPlaySound(NULL,SND\_ASYNC);

sndPlaySound("PurboDigonte.wav",SND\_ASYNC|SND\_LOOP);

break;

case 27: // ESC key

exit(0);

break;

default:

break;

}

glutPostRedisplay();

}

void display() {

glClear(GL\_COLOR\_BUFFER\_BIT);

glLoadIdentity();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Sky\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glPushMatrix();

glTranslatef(a,0.0f, 0.0f);

glBegin(GL\_POLYGON);//SKY

glColor3ub(r,g,b);

glVertex2f(1.0f, 0.0f);

glVertex2f(1.0f, 1.0f);

glVertex2f(-1.0f, 1.0f);

glVertex2f(-1.0f, 0.0f);

glEnd();

glPopMatrix();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Sun & Moon\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glPushMatrix();

glTranslatef(0.4f,position2, 0.0f);

glColor3ub(255,255,n);

glutSolidSphere(0.15,30,15);

glPopMatrix();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_TRIANGLES);//.........................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(-0.85f, 0.7f);

glVertex2f(-0.9f, 0.6f);

glVertex2f(-0.8f, 0.6f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(52 ,176 ,21);

glVertex2f(-0.875, 0.6f);

glVertex2f(-0.9f, 0.5f);

glVertex2f(-0.8f, 0.5f);

glVertex2f(-0.825f, 0.6f);

glColor3ub(52 ,176 ,21);

glVertex2f(-0.875, 0.5f);

glVertex2f(-0.9f, 0.4f);

glVertex2f(-0.8f, 0.4f);

glVertex2f(-0.825f, 0.5f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(-.86f, 0.4f);

glVertex2f(-.86f, 0.2f);

glVertex2f(-.84f, 0.2f);

glVertex2f(-.84f, 0.4f);

glEnd();

glBegin(GL\_TRIANGLES);//...............................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(-0.15f, 0.6f);

glVertex2f(-0.2f, 0.5f);

glVertex2f(-0.1f, 0.5f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(52 ,176 ,21);

glVertex2f(-0.175, 0.5f);

glVertex2f(-0.2f, 0.4f);

glVertex2f(-0.1f, 0.4f);

glVertex2f(-0.125f, 0.5f);

glColor3ub(52 ,176 ,21);

glVertex2f(-0.175, 0.4f);

glVertex2f(-0.2f, 0.3f);

glVertex2f(-0.1f, 0.3f);

glVertex2f(-0.125f, 0.4f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(-.16f, 0.3f);

glVertex2f(-.16f, 0.1f);

glVertex2f(-.14f, 0.1f);

glVertex2f(-.14f, 0.3f);

glEnd();

glBegin(GL\_TRIANGLES);//........................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(0.6f, 0.6f);

glVertex2f(0.55f, 0.5f);

glVertex2f(0.65f, 0.5f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(52 ,176 ,21);

glVertex2f(0.575, 0.5f);

glVertex2f(0.55f, 0.4f);

glVertex2f(0.65f, 0.4f);

glVertex2f(0.625f, 0.5f);

glColor3ub(52 ,176 ,21);

glVertex2f(0.575, 0.4f);

glVertex2f(0.55f, 0.3f);

glVertex2f(0.65f, 0.3f);

glVertex2f(0.625f, 0.4f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(.59f, 0.3f);

glVertex2f(.59f, 0.1f);

glVertex2f(.61f, 0.1f);

glVertex2f(.61f, 0.3f);

glEnd();

glBegin(GL\_TRIANGLES);//.......................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(0.9f, 0.6f);

glVertex2f(0.85f, 0.5f);

glVertex2f(0.95f, 0.5f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(52 ,176 ,21);

glVertex2f(0.875, 0.5f);

glVertex2f(0.85f, 0.4f);

glVertex2f(0.95f, 0.4f);

glVertex2f(0.925f, 0.5f);

glColor3ub(52 ,176 ,21);

glVertex2f(0.875, 0.4f);

glVertex2f(0.85f, 0.3f);

glVertex2f(0.95f, 0.3f);

glVertex2f(0.925f, 0.4f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(.89f, 0.3f);

glVertex2f(.89f, 0.2f);

glVertex2f(.91f, 0.2f);

glVertex2f(.91f, 0.3f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_POLYGON);//Mountains 134 201 100

glColor3ub(134,201,100);

glVertex2f(1.2f, 0.0f);

glVertex2f(0.97f, 0.4f);

glVertex2f(0.8f, 0.0f);

glEnd();

glBegin(GL\_POLYGON);//Mountains small 134,201,100

glColor3ub(134,201,100);

glVertex2f(1.0f, 0.0f);

glVertex2f(0.8f, 0.6f);

glVertex2f(0.6f, 0.0f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_TRIANGLES);//.........................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(0.8f, 0.3f);

glVertex2f(0.75f, 0.07f);

glVertex2f(0.85f, 0.07f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(.79f, 0.07f);

glVertex2f(.79f, 0.0f);

glVertex2f(.81f, 0.0f);

glVertex2f(.81f, 0.07f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_POLYGON);//Mountains 96,142,107

glColor3ub(96,142,107);

glVertex2f(0.7f, 0.0f);

glVertex2f(0.55f, 0.4f);

glVertex2f(0.4f, 0.0f);

glEnd();

glBegin(GL\_POLYGON);//Mountains small 96 142 107

glColor3ub(96,142,107);

glVertex2f(.45f, 0.0f);

glVertex2f(0.35f, 0.3f);

glVertex2f(0.25f, 0.0f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_TRIANGLES);//..............................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(0.4f, 0.25f);

glVertex2f(0.35f, 0.05f);

glVertex2f(0.45f, 0.05f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(.39f, 0.05f);

glVertex2f(.39f, 0.0f);

glVertex2f(.41f, 0.0f);

glVertex2f(.41f, 0.05f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_POLYGON);//Mountains small 134 201 100

glColor3ub(134,201,100);

glVertex2f(.3f, 0.0f);

glVertex2f(0.15f, 0.4f);

glVertex2f(0.0f, 0.0f);

glEnd();

glBegin(GL\_POLYGON);//Mountains medium 134 201 100

glColor3ub(134,201,100);

glVertex2f(.1f, 0.0f);

glVertex2f(-.05f, 0.45f);

glVertex2f(-.2f, 0.0f);

glEnd();

glBegin(GL\_POLYGON);//Mountains

glColor3ub(96,142,107);

glVertex2f(-.055f, 0.0f);

glVertex2f(-0.325f, 0.6f);

glVertex2f(-.55f, 0.0f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_TRIANGLES);//..........................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(-0.45f, 0.5f);

glVertex2f(-0.5f, 0.4f);

glVertex2f(-0.4f, 0.4f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(52 ,176 ,21);

glVertex2f(-0.475, 0.4f);

glVertex2f(-0.5f, 0.3f);

glVertex2f(-0.4f, 0.3f);

glVertex2f(-0.425f, 0.4f);

glColor3ub(52 ,176 ,21);

glVertex2f(-0.475, 0.3f);

glVertex2f(-0.5f, 0.2f);

glVertex2f(-0.4f, 0.2f);

glVertex2f(-0.425f, 0.3f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(-.46f, 0.2f);

glVertex2f(-.46f, 0.0f);

glVertex2f(-.44f, 0.0f);

glVertex2f(-.44f, 0.2f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_POLYGON);//Mountains

glColor3ub(96,142,107);

glVertex2f(-.45f, 0.0f);

glVertex2f(-0.6f, 0.4f);

glVertex2f(-.75f, 0.0f);

glEnd();

glBegin(GL\_POLYGON);//Mountains

glColor3ub(134,201,100);

glVertex2f(-.65f, 0.0f);

glVertex2f(-0.8f, 0.45f);

glVertex2f(-.95f, 0.0f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_TRIANGLES);//.................................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(-0.7f, 0.3f);

glVertex2f(-0.75f, 0.07f);

glVertex2f(-0.65f, 0.07f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(-.71f, 0.07f);

glVertex2f(-.71f, 0.0f);

glVertex2f(-.69f, 0.0f);

glVertex2f(-.69f, 0.07f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_POLYGON);//Mountains small 96 142 107

glColor3ub(134,201,100);

glVertex2f(-.8f, 0.0f);

glVertex2f(-0.95f, 0.55f);

glVertex2f(-1.1f, 0.0f);

glEnd();

glBegin(GL\_POLYGON);//Fornt

glColor3ub(s,e,m);

glVertex2f(1.0f, -0.0f);

glVertex2f(1.0f, -1.0f);

glVertex2f(-1.0f, -1.0f);

glVertex2f(-1.0f, -0.0f);

glEnd();

glPushMatrix();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Lamp(From Left to Right)\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_POLYGON);//lamp 1 stand

glColor3ub(193 ,205 ,193);

glVertex2f(.910f, 0.15f);

glVertex2f(.910f, 0.0f);

glVertex2f(.9f, 0.0f);

glVertex2f(.9f, 0.15f);

glEnd();

glBegin(GL\_QUADS);//lamp 1 top

glColor3ub(k,o,10);

glVertex2f(.90f, 0.15f);

glVertex2f(.91f, 0.15f);

glVertex2f(.93f, 0.2f);

glVertex2f(.880f, 0.2f);

glEnd();

glBegin(GL\_POLYGON);//lamp 2 stand

glColor3ub(210,210,210);

glVertex2f(.610f, 0.15f);

glVertex2f(.610f, 0.0f);

glVertex2f(.6f, 0.0f);

glVertex2f(.6f, 0.15f);

glEnd();

glBegin(GL\_POLYGON);//lamp 2 top

glColor3ub(k,o,10);

glVertex2f(.580f, 0.2f);

glVertex2f(.60f, 0.15f);

glVertex2f(.61f, 0.15f);

glVertex2f(.63f, 0.2f);

glEnd();

glBegin(GL\_POLYGON);//lamp 3 stand

glColor3ub(193 ,205 ,193);

glVertex2f(.310f, 0.15f);

glVertex2f(.310f, 0.0f);

glVertex2f(.3f, 0.0f);

glVertex2f(.3f, 0.15f);

glEnd();

glBegin(GL\_POLYGON);//lamp 3 top

glColor3ub(k,o,10);

glVertex2f(.280f, 0.2f);

glVertex2f(.30f, 0.15f);

glVertex2f(.31f, 0.15f);

glVertex2f(.33f, 0.2f);

glEnd();

glBegin(GL\_POLYGON);//lamp 4 stand

glColor3ub(193 ,205 ,193);

glVertex2f(-.310f, 0.15f);

glVertex2f(-.310f, 0.0f);

glVertex2f(-.30f, 0.0f);

glVertex2f(-.30f, 0.15f);

glEnd();

glBegin(GL\_POLYGON);//lamp 4 top

glColor3ub(k,o,10);

glVertex2f(-.280f, 0.2f);

glVertex2f(-.30f, 0.15f);

glVertex2f(-.31f, 0.15f);

glVertex2f(-.33f, 0.2f);

glEnd();

glBegin(GL\_POLYGON);//lamp 5 stand

glColor3ub(210,210,210);

glVertex2f(-.610f, 0.15f);

glVertex2f(-.610f, 0.0f);

glVertex2f(-.60f, 0.0f);

glVertex2f(-.60f, 0.15f);

glEnd();

glBegin(GL\_POLYGON);//lamp 5 top

glColor3ub(k,o,10);

glVertex2f(-.580f, 0.2f);

glVertex2f(-.60f, 0.15f);

glVertex2f(-.61f, 0.15f);

glVertex2f(-.63f, 0.2f);

glEnd();

glBegin(GL\_POLYGON);//lamp 6 stand

glColor3ub(193 ,205 ,193);

glVertex2f(-.910f, 0.15f);

glVertex2f(-.910f, 0.0f);

glVertex2f(-.90f, 0.0f);

glVertex2f(-.90f, 0.15f);

glEnd();

glBegin(GL\_POLYGON);//lamp 6 top

glColor3ub(k,o,10);

glVertex2f(-.880f, 0.2f);

glVertex2f(-.90f, 0.15f);

glVertex2f(-.91f, 0.15f);

glVertex2f(-.93f, 0.2f);

glEnd();

glPopMatrix();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Tree\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_TRIANGLES);//.........................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(0.8f, 0.3f);

glVertex2f(0.75f, 0.07f);

glVertex2f(0.85f, 0.07f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(.79f, 0.07f);

glVertex2f(.79f, 0.0f);

glVertex2f(.81f, 0.0f);

glVertex2f(.81f, 0.07f);

glEnd();

glBegin(GL\_TRIANGLES);//..............................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(0.4f, 0.3f);

glVertex2f(0.35f, 0.05f);

glVertex2f(0.45f, 0.05f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(.39f, 0.05f);

glVertex2f(.39f, 0.0f);

glVertex2f(.41f, 0.0f);

glVertex2f(.41f, 0.05f);

glEnd();

glBegin(GL\_QUADS);//..........................................Tree

glColor3ub(122 ,80 ,60);

glVertex2f(-.46f, 0.2f);

glVertex2f(-.46f, 0.0f);

glVertex2f(-.44f, 0.0f);

glVertex2f(-.44f, 0.2f);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3ub(52 ,176 ,21);

glVertex2f(-0.45f, 0.3f);

glVertex2f(-0.5f, 0.05f);

glVertex2f(-0.4f, 0.05f);

glEnd();

glBegin(GL\_TRIANGLES);//.................................................Tree

glColor3ub(52 ,176 ,21);

glVertex2f(-0.7f, 0.3f);

glVertex2f(-0.75f, 0.07f);

glVertex2f(-0.65f, 0.07f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(122 ,80 ,60);

glVertex2f(-.71f, 0.07f);

glVertex2f(-.71f, 0.0f);

glVertex2f(-.69f, 0.0f);

glVertex2f(-.69f, 0.07f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*cloud\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glPushMatrix(); //cloud

glTranslatef(position3, 0.2f, 0);

glPushMatrix();

glTranslatef(0.5, 0.5f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(0.52f, 0.5f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.026,30,15); //cloud

glPopMatrix();

glPushMatrix();

glTranslatef(0.54f, 0.5f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15); //cloud

glPopMatrix();

glPopMatrix();

glPushMatrix();

glTranslatef(position3, 0.25f, 0);

glPushMatrix();

glTranslatef(0.6f, 0.55f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(0.62f, 0.55f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.026,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(0.64f, 0.55f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPopMatrix();

glPushMatrix();

glTranslatef(position3, 0.25f, 0);

glPushMatrix();

glTranslatef(0.4f, 0.55f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(0.42f, 0.55f, 0); //cloud

glColor3ub(255,255,255);

glutSolidSphere(0.026,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(0.44f, 0.55f, 0);//cloud

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.2f, 0.30f, 0);//cloud

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.22f, 0.30f, 0);//cloud

glColor3ub(255,255,255);

glutSolidSphere(0.026,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.24f, 0.30f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.4f, 0.20f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.42f, 0.20f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.026,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.44f, 0.20f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.6f, 0.25f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.62f, 0.25f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.026,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(-0.64f, 0.25f, 0);

glColor3ub(255,255,255);

glutSolidSphere(0.021,30,15);

glPopMatrix();

glPopMatrix();

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*ShiriShowdho\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*190 211//

glBegin(GL\_TRIANGLES);//shritishowdho1

glColor3ub(190,190,190);

glVertex2f(-.35f, 0.0f);

glVertex2f(.35f, 0.0f);

glVertex2f(0.0f, 0.1f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1

glColor3ub(211,211,211);

glVertex2f(-.30f, 0.0f);

glVertex2f(.30f, 0.0f);

glVertex2f(0.0f, 0.2f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1

glColor3ub(190,190,190);

glVertex2f(-.25f, 0.0f);

glVertex2f(.25f, 0.0f);

glVertex2f(0.0f, 0.3f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1

glColor3ub(211,211,211);

glVertex2f(-.20f, 0.0f);

glVertex2f(.20f, 0.0f);

glVertex2f(0.0f, 0.4f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1

glColor3ub(190,190,190);

glVertex2f(-.15f, 0.0f);

glVertex2f(.15f, 0.0f);

glVertex2f(0.0f, 0.5f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1

glColor3ub(211,211,211);

glVertex2f(-.10f, 0.0f);

glVertex2f(.10f, 0.0f);

glVertex2f(0.0f, 0.7f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1

glColor3ub(190,190,190);

glVertex2f(-.05f, 0.0f);

glVertex2f(.05f, 0.0f);

glVertex2f(0.0f, 0.9f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho center1

glColor3ub(211,211,211);

glVertex2f(-.01f, 0.3f);

glVertex2f(.01f, 0.3f);

glVertex2f(0.0f, 0.8f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho center2

glColor3ub(211,211,211);

glVertex2f(-.01f, 0.28f);

glVertex2f(0.0f, 0.0f);

glVertex2f(.01f, 0.28f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*flower infront of shahid minar\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*8

glPushMatrix();//flower

glTranslatef(0.0f,0.0f, 0.0f);

glColor3ub(218,41,28);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(-0.05f,0.0f, 0.0f);

glColor3ub(255,140,25);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(0.05f,0.0f, 0.0f);

glColor3ub(255,140,25);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(0.1f,0.0f, 0.0f);

glColor3ub(255,255,77);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(-0.1f,0.0f, 0.0f);

glColor3ub(255,255,77);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(0.15f,0.0f, 0.0f);

glColor3ub(218,41,28);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(-0.15f,0.0f, 0.0f);

glColor3ub(218,41,28);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(0.2f,0.0f, 0.0f);

glColor3ub(255,255,77);

glutSolidSphere(0.040,30,15);

glPopMatrix();

glPushMatrix();//flower

glTranslatef(-0.2f,0.0f, 0.0f);

glColor3ub(255,255,77);

glutSolidSphere(0.040,30,15);

glPopMatrix();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*waving Flag of Bangladesh\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_QUADS);//stand

glColor3ub(205,170,125);

glVertex2f(.2f, 0.0f);

glVertex2f(.208f, 0.0f);

glVertex2f(0.208f, 0.55f);

glVertex2f(.2f, 0.55f);

glEnd();

glBegin(GL\_QUADS);//Green Area

glColor3ub(0,103,71);

glVertex2f(0.204f, flagPos\_Y2);

glVertex2f(flagPos\_X, flagPos\_Y2);

glVertex2f(flagPos\_X, flagPos\_Y);

glVertex2f(0.204f, flagPos\_Y);

glEnd();

glPushMatrix();//Circle

glTranslatef(circlePos\_X,circlePos\_Y, 0.0f);

glColor3ub(218,41,28);

glutSolidSphere(0.035,30,15);

glPopMatrix();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Pond\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glBegin(GL\_QUADS);//base red

glColor3ub(139,26,26);

glVertex2f(-.7f, -1.0f);

glVertex2f(.7f, -1.0f);

glVertex2f(.35f, -0.18f);

glVertex2f(-.35f, -0.18f);

glEnd();

glBegin(GL\_QUADS);//base green

glColor3ub(134,201,100);

glVertex2f(-.65f, -1.0f);

glVertex2f(.65f, -1.0f);

glVertex2f(.32f, -0.18f);

glVertex2f(-.32f, -0.18f);

glEnd();

glBegin(GL\_QUADS);//base

glColor3ub(255,228,196);

glVertex2f(-.4f, -1.0f);

glVertex2f(.4f, -1.0f);

glVertex2f(.2f, -0.18f);

glVertex2f(-.2f, -0.18f);

glEnd();

glBegin(GL\_QUADS);//base1

glColor3ub(238,213,183);

glVertex2f(-.35f, -0.95f);

glVertex2f(.35f, -0.95f);

glVertex2f(.18f, -0.14f);

glVertex2f(-.18f, -0.14f);

glEnd();

glBegin(GL\_QUADS);//water

glColor3ub(r,g,b);

glVertex2f(-.325f, -0.925f);

glVertex2f(.325f, -0.925f);

glVertex2f(.175f, -0.18f);

glVertex2f(-.175f, -0.18f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1 reflection

glColor3ub(190,190,190);

glVertex2f(-.15f, -0.f);

glVertex2f(.15f, -0.0f);

glVertex2f(0.0f, -0.5f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1 reflection

glColor3ub(211,211,211);

glVertex2f(-.10f, -0.0f);

glVertex2f(.10f, -0.0f);

glVertex2f(0.0f, -0.7f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho1 reflection

glColor3ub(190,190,190);

glVertex2f(-.05f, -0.0f);

glVertex2f(.05f, -0.0f);

glVertex2f(0.0f, -0.9f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho center1 reflection

glColor3ub(211,211,211);

glVertex2f(-.01f, -0.3f);

glVertex2f(.01f, -0.3f);

glVertex2f(0.0f, -0.8f);

glEnd();

glBegin(GL\_TRIANGLES);//shritishowdho center2 reflection

glColor3ub(211,211,211);

glVertex2f(-.01f, -0.28f);

glVertex2f(0.0f, 0.0f);

glVertex2f(.01f, -0.28f);

glEnd();

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Road\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* 139 26 26

glBegin(GL\_QUADS);//road

glColor3ub(139,26,26);

glVertex2f(1.0f, -0.15f);

glVertex2f(1.0f, 0.0f);

glVertex2f(-1.0f, 0.0f);

glVertex2f(-1.0f, -0.15f);

glEnd();

glBegin(GL\_POLYGON);//road white big border

glColor3ub(255,255,255);

glVertex2f(1.0f, -0.18f);

glVertex2f(1.0f, -0.14f);

glVertex2f(-1.0f, -0.14f);

glVertex2f(-1.0f, -0.18f);

glEnd();

glBegin(GL\_POLYGON);//road white big border

glColor3ub(255,255,255);

glVertex2f(1.0f, -0.12f);

glVertex2f(1.0f, -0.1f);

glVertex2f(-1.0f, -0.1f);

glVertex2f(-1.0f, -0.12f);

glEnd();

glBegin(GL\_POLYGON);//road white big border top

glColor3ub(255,255,255);

glVertex2f(1.0f, -0.10f);

glVertex2f(1.0f, -0.05f);

glVertex2f(-1.0f, -0.05f);

glVertex2f(-1.0f, -0.1f);

glEnd();

glBegin(GL\_POLYGON);//road white big border top

glColor3ub(255,255,255);

glVertex2f(1.0f, 0.02f);

glVertex2f(1.0f, 0.0f);

glVertex2f(-1.0f, 0.0f);

glVertex2f(-1.0f, 0.02f);

glEnd();

glPushMatrix();

glBegin(GL\_POLYGON);//Border brown

glColor3ub(200, 140, 100);

glVertex2f(-1.0f, -0.150f);

glVertex2f(-1.0f, -0.18f);

glVertex2f(1.0f, -0.18f);

glVertex2f(1.0f, -0.150f);

glEnd();

glPopMatrix();

//=============================human==========================

glBegin(GL\_POLYGON); //human1

glColor3ub(70, 64, 149);

glVertex2f(-0.04f, 0.02f);

glVertex2f(-0.04f, 0.080f);

glVertex2f(-0.07f, 0.080f);

glVertex2f(-0.07f, 0.02f);

glEnd();

glPushMatrix();

glTranslatef(-0.055f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human2

glColor3ub(146, 68, 144);

glVertex2f(0.04f,0.02f );

glVertex2f(0.04f,0.080f);

glVertex2f(0.07f,0.080f );

glVertex2f(0.07f, 0.02f);

glEnd();

glPushMatrix();

glTranslatef(0.055f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human3

glColor3ub(89, 164, 71);

glVertex2f(-0.11f,0.02f );

glVertex2f(-0.11f,0.080f) ;

glVertex2f(-0.14f,0.080f);

glVertex2f(-0.14f,0.02f);

glEnd();

glPushMatrix();

glTranslatef(-0.125f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human4

glColor3ub(204, 0 ,0);

glVertex2f(0.11f, 0.02f);

glVertex2f(0.11f,0.080f);

glVertex2f(0.14f,0.080f);

glVertex2f(0.14f,0.02f);

glEnd();

glPushMatrix();

glTranslatef(0.125f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

///////////////////////////////////////////////////////////////////////

glPushMatrix(); //human5

glTranslatef(position7, 0.0f, 0);

glBegin(GL\_POLYGON); //human1

glColor3ub(70, 64, 149);

glVertex2f(-0.04f, 0.02f);

glVertex2f(-0.04f, 0.080f);

glVertex2f(-0.07f, 0.080f);

glVertex2f(-0.07f, 0.02f);

glEnd();

glPushMatrix();

glTranslatef(-0.055f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human2

glColor3ub(146, 68, 144);

glVertex2f(0.04f,0.02f );

glVertex2f(0.04f,0.080f);

glVertex2f(0.07f,0.080f );

glVertex2f(0.07f, 0.02f);

glEnd();

glPushMatrix();

glTranslatef(0.055f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human3

glColor3ub(89, 164, 71);

glVertex2f(-0.11f,0.02f );

glVertex2f(-0.11f,0.080f) ;

glVertex2f(-0.14f,0.080f);

glVertex2f(-0.14f,0.02f);

glEnd();

glPushMatrix();

glTranslatef(-0.125f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human4

glColor3ub(204, 0 ,0);

glVertex2f(0.11f, 0.02f);

glVertex2f(0.11f,0.080f);

glVertex2f(0.14f,0.080f);

glVertex2f(0.14f,0.02f);

glEnd();

glPushMatrix();

glTranslatef(0.125f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON);

glColor3ub(0, 102, 102);

glVertex2f(-0.97f, -0.022f);

glVertex2f(-0.97f, 0.03f);

glVertex2f(-1.0f, 0.03f);

glVertex2f(-1.0f, -0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.986f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human6

glColor3ub(251, 50, 251);

glVertex2f(-0.92f, -0.022f);

glVertex2f(-0.92f,0.03f );

glVertex2f(-0.95f, 0.03f);

glVertex2f(-0.95f,-0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.935f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human7

glColor3ub(255,255,255);

glVertex2f(-0.88f, -0.022f);

glVertex2f(-0.88f,0.03f );

glVertex2f(-0.91f,0.03f );

glVertex2f(-0.91f,-0.022f );

glEnd();

glPushMatrix();

glTranslatef(-0.896f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON);

glColor3ub(255, 255, 0);

glVertex2f(-0.83f,-0.022f );

glVertex2f(-0.83f, 0.03f);

glVertex2f(-0.86f, 0.03f);

glVertex2f(-0.86f, -0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.846f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

///////////////////////

glBegin(GL\_POLYGON); //human7

glColor3ub(251, 70, 251);

glVertex2f(-0.78f, -0.022f);

glVertex2f(-0.78f,0.03f );

glVertex2f(-0.81f, 0.03f);

glVertex2f(-0.81f,-0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.796f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human8

glColor3ub(2555, 0,0);

glVertex2f(-0.73f, -0.022f);

glVertex2f(-0.73f,0.03f );

glVertex2f(-0.76f, 0.03f);

glVertex2f(-0.76f,-0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.746f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glPopMatrix();

glPushMatrix(); //human5

glTranslatef(-position7, 0.00f, 0);

glBegin(GL\_POLYGON); //human1

glColor3ub(70, 64, 149);

glVertex2f(-0.04f, 0.02f);

glVertex2f(-0.04f, 0.080f);

glVertex2f(-0.07f, 0.080f);

glVertex2f(-0.07f, 0.02f);

glEnd();

glPushMatrix();

glTranslatef(-0.055f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human2

glColor3ub(146, 68, 144);

glVertex2f(0.04f,0.02f );

glVertex2f(0.04f,0.080f);

glVertex2f(0.07f,0.080f );

glVertex2f(0.07f, 0.02f);

glEnd();

glPushMatrix();

glTranslatef(0.055f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human3

glColor3ub(89, 164, 71);

glVertex2f(-0.11f,0.02f );

glVertex2f(-0.11f,0.080f) ;

glVertex2f(-0.14f,0.080f);

glVertex2f(-0.14f,0.02f);

glEnd();

glPushMatrix();

glTranslatef(-0.125f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human4

glColor3ub(204, 0 ,0);

glVertex2f(0.11f, 0.02f);

glVertex2f(0.11f,0.080f);

glVertex2f(0.14f,0.080f);

glVertex2f(0.14f,0.02f);

glEnd();

glPushMatrix();

glTranslatef(0.125f, 0.1f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();;

glBegin(GL\_POLYGON);

glColor3ub(0, 102, 102);

glVertex2f(-0.97f, -0.022f);

glVertex2f(-0.97f, 0.03f);

glVertex2f(-1.0f, 0.03f);

glVertex2f(-1.0f, -0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.986f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human6

glColor3ub(251, 50, 251);

glVertex2f(-0.92f, -0.022f);

glVertex2f(-0.92f,0.03f );

glVertex2f(-0.95f, 0.03f);

glVertex2f(-0.95f,-0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.935f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human7

glColor3ub(255,255,255);

glVertex2f(-0.88f, -0.022f);

glVertex2f(-0.88f,0.03f );

glVertex2f(-0.91f,0.03f );

glVertex2f(-0.91f,-0.022f );

glEnd();

glPushMatrix();

glTranslatef(-0.896f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON);

glColor3ub(255, 255, 0);

glVertex2f(-0.83f,-0.022f );

glVertex2f(-0.83f, 0.03f);

glVertex2f(-0.86f, 0.03f);

glVertex2f(-0.86f, -0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.846f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

///////////////////////

glBegin(GL\_POLYGON); //human7

glColor3ub(251, 70, 251);

glVertex2f(-0.78f, -0.022f);

glVertex2f(-0.78f,0.03f );

glVertex2f(-0.81f, 0.03f);

glVertex2f(-0.81f,-0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.796f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glBegin(GL\_POLYGON); //human8

glColor3ub(2555, 0,0);

glVertex2f(-0.73f, -0.022f);

glVertex2f(-0.73f,0.03f );

glVertex2f(-0.76f, 0.03f);

glVertex2f(-0.76f,-0.022f);

glEnd();

glPushMatrix();

glTranslatef(-0.746f, 0.05f, 0);

glColor3ub(0, 0, 0);

glutSolidSphere(0.018,30,15);

glPopMatrix();

glPopMatrix();

//////////////////////////////////////////////////////////////

//Rain body starts//

//raining open

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

/////////////////////////////CAR/////////////////////////////////

GLfloat rain\_position1 = -0.10f;

GLfloat rain\_speed1 = 0.1f;

GLfloat rain\_position2 = -0.10f;

GLfloat rain\_speed2 = 0.1f; glTranslatef(position5,-0.01f, 0.0f);//car

glPushMatrix();

glBegin(GL\_POLYGON);// Body

glColor3ub(44, 50, 135);

glVertex2f(0.0f, -0.025f);

glVertex2f(0.0f, -0.045f);

glVertex2f(.085f, -0.045f);

glVertex2f(.085f, -0.025f);

glEnd();

glBegin(GL\_POLYGON);// Body

glColor3ub(44, 50, 135);

glVertex2f(0.03f, -0.00650f);

glVertex2f(0.02f, -0.045f);

glVertex2f(.075f, -0.045f);

glVertex2f(.065f, -0.0065f);

glEnd();

glBegin(GL\_POLYGON);// glass

glColor3ub(k, o, 10);

glVertex2f(0.065f, -0.00650f);

glVertex2f(0.075f, -0.025f);

glVertex2f(.04f, -0.025f);

glVertex2f(.04f, -0.0065f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0.025f,-0.041f, 0.0f);//tyres

glColor3ub(0,0,0);

glutSolidSphere(0.01,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(0.065f,-0.041f, 0.0f);//tyres

glColor3ub(0,0,0);

glutSolidSphere(0.01,30,15);

glPopMatrix();

glPopMatrix();

glPushMatrix();

glTranslatef(position6,-0.08f, 0.0f);

//car2

glPushMatrix();

glBegin(GL\_POLYGON);// Body

glColor3ub(255,128,0);

glVertex2f(0.0f, -0.025f);

glVertex2f(0.0f, -0.045f);

glVertex2f(.085f, -0.045f);

glVertex2f(.085f, -0.025f);

glEnd();

glBegin(GL\_POLYGON);//Body

glColor3ub(255,128,0);

glVertex2f(0.03f, -0.00650f);

glVertex2f(0.02f, -0.045f);

glVertex2f(.075f, -0.045f);

glVertex2f(.065f, -0.0065f);

glEnd();

glBegin(GL\_POLYGON);// glass

glColor3ub(k, o, 10);

glVertex2f(0.03f, -0.00650f);

glVertex2f(0.02f, -0.025f);

glVertex2f(.04f, -0.025f);

glVertex2f(.04f, -0.0065f);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0.025f,-0.041f, 0.0f);//tyres

glColor3ub(0,0,0);

glutSolidSphere(0.01,30,15);

glPopMatrix();

glPushMatrix();

glTranslatef(0.065f,-0.041f, 0.0f);//tyres

glColor3ub(0,0,0);

glutSolidSphere(0.01,30,15);

glPopMatrix();

glPushMatrix();

glPushMatrix();

glTranslatef(position,0.0f, 0.0f);

glPopMatrix();

glPopMatrix();

//////////////////////////////////////////////////////////////

/\* //Rain body starts//

//raining open

glPushMatrix();//////raining1

glTranslatef(0,rain\_position2, 0.0f);

glBegin(GL\_LINES);

glColor3f(1.0f, 1.0f, 1.0f);

glVertex2f(-0.8,1);//1st row

glVertex2f(-0.8,0.9);

glVertex2f(-0.8,0.7);

glVertex2f(-0.8,0.6);

glVertex2f(-0.8,0.4);

glVertex2f(-0.8,0.3);

glVertex2f(-0.8,0.2);

glVertex2f(-0.8,0.1);

glVertex2f(-0.8,0.0);

glVertex2f(-0.8,-0.1);

glVertex2f(-0.8,-0.2);

glVertex2f(-0.8,-0.3);

glVertex2f(-0.8,-0.4);

glVertex2f(-0.8,-0.5);

glVertex2f(-0.8,-0.6);

glVertex2f(-0.8,-0.7);

glVertex2f(-0.4,1);//3rd row

glVertex2f(-0.4,0.9);

glVertex2f(-0.4,0.7);

glVertex2f(-0.4,0.6);

glVertex2f(-0.4,0.4);

glVertex2f(-0.4,0.3);

glVertex2f(-0.4,0.2);

glVertex2f(-0.4,0.1);

glVertex2f(-0.4,0.0);

glVertex2f(-0.4,-0.1);

glVertex2f(-0.4,-0.2);

glVertex2f(-0.4,-0.3);

glVertex2f(-0.4,-0.4);

glVertex2f(-0.4,-0.5);

glVertex2f(-0.4,-0.6);

glVertex2f(-0.4,-0.7);

glVertex2f(-0.4,-0.8);

glVertex2f(-0.4,-0.9);

glVertex2f(0,1); /////5th row

glVertex2f(0,0.9);

glVertex2f(0,0.7);

glVertex2f(0,0.6);

glVertex2f(0,0.4);

glVertex2f(0,0.3);

glVertex2f(0,0.2);

glVertex2f(0,0.1);

glVertex2f(0,0.0);

glVertex2f(0,-0.1);

glVertex2f(0,-0.2);

glVertex2f(0,-0.3);

glVertex2f(0,-0.4);

glVertex2f(0,-0.5);

glVertex2f(0,-0.6);

glVertex2f(0,-0.7);

glVertex2f(0,-0.8);

glVertex2f(0,-0.9);

glVertex2f(0.4,1);//3rd row

glVertex2f(0.4,0.9);

glVertex2f(0.4,0.7);

glVertex2f(0.4,0.6);

glVertex2f(0.4,0.4);

glVertex2f(0.4,0.3);

glVertex2f(0.4,0.2);

glVertex2f(0.4,0.1);

glVertex2f(0.4,0.0);

glVertex2f(0.4,-0.1);

glVertex2f(0.4,-0.2);

glVertex2f(0.4,-0.3);

glVertex2f(0.4,-0.4);

glVertex2f(0.4,-0.5);

glVertex2f(0.4,-0.6);

glVertex2f(0.4,-0.7);

glVertex2f(0.4,-0.8);

glVertex2f(0.4,-0.9);

glEnd();

glPopMatrix();

//copy rain starts//

glPushMatrix();//////raining1

glTranslatef(0,rain\_position2, 0.0f);

glTranslatef(2,2,0);

glBegin(GL\_LINES);

glColor3f(1.0f, 1.0f, 1.0f);

glVertex2f(-0.8,1);//1st row

glVertex2f(-0.8,0.9);

glVertex2f(-0.8,0.7);

glVertex2f(-0.8,0.6);

glVertex2f(-0.8,0.4);

glVertex2f(-0.8,0.3);

glVertex2f(-0.8,0.2);

glVertex2f(-0.8,0.1);

glVertex2f(-0.8,0.0);

glVertex2f(-0.8,-0.1);

glVertex2f(-0.8,-0.2);

glVertex2f(-0.8,-0.3);

glVertex2f(-0.8,-0.4);

glVertex2f(-0.8,-0.5);

glVertex2f(-0.8,-0.6);

glVertex2f(-0.8,-0.7);

glVertex2f(-0.4,1);//3rd row

glVertex2f(-0.4,0.9);

glVertex2f(-0.4,0.7);

glVertex2f(-0.4,0.6);

glVertex2f(-0.4,0.4);

glVertex2f(-0.4,0.3);

glVertex2f(-0.4,0.2);

glVertex2f(-0.4,0.1);

glVertex2f(-0.4,0.0);

glVertex2f(-0.4,-0.1);

glVertex2f(-0.4,-0.2);

glVertex2f(-0.4,-0.3);

glVertex2f(-0.4,-0.4);

glVertex2f(-0.4,-0.5);

glVertex2f(-0.4,-0.6);

glVertex2f(-0.4,-0.7);

glVertex2f(-0.4,-0.8);

glVertex2f(-0.4,-0.9);

glVertex2f(0,1);//5th row

glVertex2f(0,0.9);

glVertex2f(0,0.7);

glVertex2f(0,0.6);

glVertex2f(0,0.4);

glVertex2f(0,0.3);

glVertex2f(0,0.2);

glVertex2f(0,0.1);

glVertex2f(0,.0);

glVertex2f(0,-0.1);

glVertex2f(0,-0.2);

glVertex2f(0,-0.3);

glVertex2f(0,-0.4);

glVertex2f(0,-0.5);

glVertex2f(0,-0.6);

glVertex2f(0,-0.7);

glVertex2f(0,-0.8);

glVertex2f(0,-0.9);

glVertex2f(0.4,1);//3rd row

glVertex2f(0.4,0.9);

glVertex2f(0.4,0.7);

glVertex2f(0.4,0.6);

glVertex2f(0.4,0.4);

glVertex2f(0.4,0.3);

glVertex2f(0.4,0.2);

glVertex2f(0.4,0.1);

glVertex2f(0.4,0.0);

glVertex2f(0.4,-0.1);

glVertex2f(0.4,-0.2);

glVertex2f(0.4,-0.3);

glVertex2f(0.4,-0.4);

glVertex2f(0.4,-0.5);

glVertex2f(0.4,-0.6);

glVertex2f(0.4,-0.7);

glVertex2f(0.4,-0.8);

glVertex2f(0.4,-0.9);

glEnd();

//copy rain stops//

glPopMatrix();

glPushMatrix();

glTranslatef(0.0f ,rain\_position1, 0.0f);

glBegin(GL\_LINES);

//2nd row

glVertex2f(-0.6,0.7);

glVertex2f(-0.6,0.6);

glVertex2f(-0.6,0.4);

glVertex2f(-0.6,0.3);

glVertex2f(-0.6,0.2);

glVertex2f(-0.6,0.1);

glVertex2f(-0.6,0.0);

glVertex2f(-0.6,-0.1);

glVertex2f(-0.6,-0.2);

glVertex2f(-0.6,-0.3);

glVertex2f(-0.6,-0.4);

glVertex2f(-0.6,-0.5);

glVertex2f(-0.6,-0.6);

glVertex2f(-0.6,-0.7);

glVertex2f(-0.6,-0.8);

glVertex2f(-0.6,-0.9);

glVertex2f(-0.2,1);//4th row

glVertex2f(-0.2,0.9);

glVertex2f(-0.2,0.7);

glVertex2f(-0.2,0.6);

glVertex2f(-0.2,0.4);

glVertex2f(-0.2,0.3);

glVertex2f(-0.2,0.2);

glVertex2f(-0.2,0.1);

glVertex2f(-0.2,0.0);

glVertex2f(-0.2,-0.1);

glVertex2f(-0.2,-0.2);

glVertex2f(-0.2,-0.3);

glVertex2f(-0.2,-0.4);

glVertex2f(-0.2,-0.5);

glVertex2f(-0.2,-0.6);

glVertex2f(-0.2,-0.7);

glVertex2f(-0.2,-0.8);

glVertex2f(-0.2,-0.9);

glVertex2f(0.2,1);//6th row

glVertex2f(0.2,0.9);

glVertex2f(0.2,0.7);

glVertex2f(0.2,0.6);

glVertex2f(0.2,0.4);

glVertex2f(0.2,0.3);

glVertex2f(0.2,0.2);

glVertex2f(0.2,0.1);

glVertex2f(0.2,0.0);

glVertex2f(0.2,-0.1);

glVertex2f(0.2,-0.2);

glVertex2f(0.2,-0.3);

glVertex2f(0.2,-0.4);

glVertex2f(0.2,-0.5);

glVertex2f(0.2,-0.6);

glVertex2f(0.2,-0.7);

glVertex2f(0.2,-0.8);

glVertex2f(0.2,-0.9);

glVertex2f(0.8,1);//7st row

glVertex2f(0.8,0.9);

glVertex2f(0.8,0.7);

glVertex2f(0.8,0.6);

glVertex2f(0.8,0.4);

glVertex2f(0.8,0.3);

glVertex2f(0.8,0.2);

glVertex2f(0.8,0.1);

glVertex2f(0.8,0.0);

glVertex2f(0.8,-0.1);

glVertex2f(0.8,-0.2);

glVertex2f(0.8,-0.3);

glVertex2f(0.8,-0.4);

glVertex2f(0.8,-0.5);

glVertex2f(0.8,-0.6);

glVertex2f(0.8,-0.7);

//8th row

glVertex2f(0.6,0.7);

glVertex2f(0.6,0.6);

glVertex2f(0.6,0.4);

glVertex2f(0.6,0.3);

glVertex2f(0.6,0.2);

glVertex2f(0.6,0.1);

glVertex2f(0.6,.0);

glVertex2f(0.6,-0.1);

glVertex2f(0.6,-0.2);

glVertex2f(0.6,-0.3);

glVertex2f(.6,-0.4);

glVertex2f(.6,-0.5);

glVertex2f(.6,-0.6);

glVertex2f(0.6,-0.7);

glVertex2f(0.6,-0.8);

glVertex2f(0.6,-0.9);

glEnd();

glPopMatrix();

//negative side copy rains starts//

glPushMatrix();

glTranslatef(0,rain\_position1, 0.0f);

glTranslatef(2,2,0);

glBegin(GL\_LINES);

glColor3f(1.0f, 1.0f, 1.0f);

//2nd row

glVertex2f(-0.6,0.7);

glVertex2f(-0.6,0.6);

glVertex2f(-0.6,0.4);

glVertex2f(-0.6,0.3);

glVertex2f(-0.6,0.2);

glVertex2f(-0.6,0.1);

glVertex2f(-0.6,0.0);

glVertex2f(-0.6,-0.1);

glVertex2f(-0.6,-0.2);

glVertex2f(-0.6,-0.3);

glVertex2f(-0.6,-0.4);

glVertex2f(-0.6,-0.5);

glVertex2f(-0.6,-0.6);

glVertex2f(-0.6,-0.7);

glVertex2f(-0.6,-0.8);

glVertex2f(-0.6,-0.9);

glVertex2f(-0.2,1);//4th row

glVertex2f(-0.2,0.9);

glVertex2f(-0.2,0.7);

glVertex2f(-0.2,0.6);

glVertex2f(-0.2,0.4);

glVertex2f(-0.2,0.3);

glVertex2f(-0.2,0.2);

glVertex2f(-0.2,0.1);

glVertex2f(-0.2,0.0);

glVertex2f(-0.2,-0.1);

glVertex2f(-0.2,-0.2);

glVertex2f(-0.2,-0.3);

glVertex2f(-0.2,-0.4);

glVertex2f(-0.2,-0.5);

glVertex2f(-0.2,-0.6);

glVertex2f(-0.2,-0.7);

glVertex2f(-0.2,-0.8);

glVertex2f(-0.2,-0.9);

//////////////////////////////

glVertex2f(0.2,1);//6th row

glVertex2f(0.2,0.9);

glVertex2f(0.2,0.7);

glVertex2f(0.2,0.6);

glVertex2f(0.2,0.4);

glVertex2f(0.2,0.3);

glVertex2f(0.2,0.2);

glVertex2f(0.2,0.1);

glVertex2f(0.2,0.0);

glVertex2f(0.2,-0.1);

glVertex2f(0.2,-0.2);

glVertex2f(0.2,-0.3);

glVertex2f(0.2,-0.4);

glVertex2f(0.2,-0.5);

glVertex2f(0.2,-0.6);

glVertex2f(0.2,-0.7);

glVertex2f(0.2,-0.8);

glVertex2f(0.2,-0.9);

glVertex2f(0.8,1); //7st row

glVertex2f(0.8,0.9);

glVertex2f(0.8,0.7);

glVertex2f(0.8,0.6);

glVertex2f(0.8,0.4);

glVertex2f(0.8,0.3);

glVertex2f(0.8,0.2);

glVertex2f(0.8,0.1);

glVertex2f(0.8,0.0);

glVertex2f(0.8,-0.1);

glVertex2f(0.8,-0.2);

glVertex2f(0.8,-0.3);

glVertex2f(0.8,-0.4);

glVertex2f(0.8,-0.5);

glVertex2f(0.8,-0.6);

glVertex2f(0.8,-0.7);

//8th row

glVertex2f(0.6,0.7);

glVertex2f(0.6,0.6);

glVertex2f(0.6,0.4);

glVertex2f(0.6,0.3);

glVertex2f(0.6,0.2);

glVertex2f(0.6,0.1);

glVertex2f(0.6,0.0);

glVertex2f(0.6,-0.1);

glVertex2f(0.6,-0.2);

glVertex2f(0.6,-0.3);

glVertex2f(0.6,-0.4);

glVertex2f(0.6,-0.5);

glVertex2f(0.6,-0.6);

glVertex2f(0.6,-0.7);

glVertex2f(0.6,-0.8);

glVertex2f(0.6,-0.9);

glEnd();

glPopMatrix(); //Negative side copy rains stops//

//Raining close//

//Rain body Ends//

\*/

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//

glFlush();

}

int main(int argc, char\*\* argv) {

glutInit(&argc, argv);

glutInitWindowSize(1280,820);

glutInitWindowPosition(50, 50);

glutCreateWindow("Victory Day");

glutDisplayFunc(display);

init();

glutKeyboardFunc(handleKeypress);

sndPlaySound("PurboDigonte.wav",SND\_ASYNC|SND\_LOOP);

glutMouseFunc(handleMouse);

glutTimerFunc(1000, update, 0);

glutTimerFunc(1000, updateSun, 0);

glutTimerFunc(100, updateCloud1, 0);

glutTimerFunc(100, updateCar, 0);

// glutTimerFunc(100, Rain, 0);

glutTimerFunc(100, updateCar2, 0);

//glutTimerFunc(1500, rain\_update1, 0); //rain

//glutTimerFunc(1000, rain\_update2, 0);

glutTimerFunc(100, human, 0);

glutTimerFunc(500, updateFlag, 0);

glutMainLoop();

return 0;

}