# Lab Report

### Week 1

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#### **■** Title

▶ Manual for OpenGL installation in Ubuntu

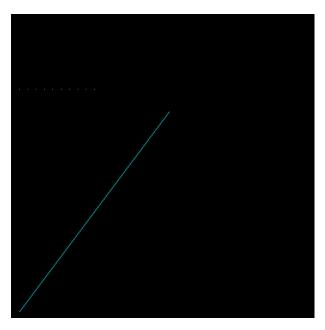
#### Installing openGL in Ubuntu

The first step is to install the development libraries of OpenGL/Glut in Ubuntu :

- ▶ sudo apt-get install freeglut3 freeglut3-dev
- ▶ sudo apt-get install binutils-gold

#### code in openGL

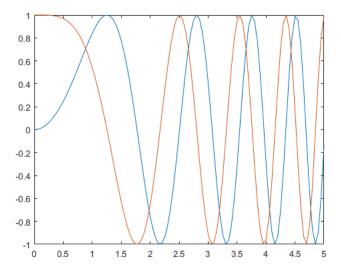
```
#include <GL/glut.h>
void init2D(float r, float g, float b)
          glClearColor(r,g,b,0.0);
glMatrixMode (GL_PROJECTION);
gluOrtho2D (0.0, 200.0, 0.0, 150.0);
void display(void)
          glClear(GL_COLOR_BUFFER_BIT);
          glColor3f(0.0, 1.0, 1.0);
          //draw two points
          glBegin(GL_POINTS);
          for(int i = 0; i < 10; i++)</pre>
                     glVertex2i(10+5*i,110);
          glEnd();
          //draw a line
          glBegin(GL_LINES);
                     glVertex2i(10,10);
                     glVertex2i(100,100);
          glEnd();
          glFlush();
void main(int argc,char *argv[])
          glutInit(&argc,argv);
          glutInitVindowSize (500, 500);
glutInitWindowSize (500, 500);
glutInitWindowPosition (100, 100);
glutCreateWindow ("points and lines");
          init2D(0.0,0.0,0.0);
          glutDisplayFunc(display);
          glutMainLoop();
```



 $Figure\ 1-example\ for\ OpenGL$ 

## code in matlab

```
y1 = sin(x.^2);
y2 = cos(x.^2);
plot(x,y1,x,y2)
```



 $\label{eq:figure 2-example for matlab} Figure \ 2-example \ for \ matlab$