Draw Sphere Without using gluSphere

Call the following function inside the display() function and remember to include <math.h>.

void drawSphereWithoutGLU()

{

const float PI = 3.141592f;

GLfloat x, y, z, sliceA, stackA;

GLfloat radius = 0.5;

int sliceNo = 30, stackNo = 30;

for (sliceA = 0.0; sliceA < 2 \* PI; sliceA += PI / sliceNo)

{

glBegin(GL\_LINE\_STRIP);

for (stackA = 0.0; stackA < 2 \* PI; stackA += PI / stackNo)

{

x = radius \* cos(stackA) \* sin(sliceA);

y = radius \* sin(stackA) \* sin(sliceA);

z = radius \* cos(sliceA);

glVertex3f(x, y, z);

x = radius \* cos(stackA) \* sin(sliceA + PI / stackNo);

y = radius \* sin(stackA) \* sin(sliceA + PI / sliceNo);

z = radius \* cos(sliceA + PI / sliceNo);

glVertex3f(x, y, z);

}

glEnd();

}

}