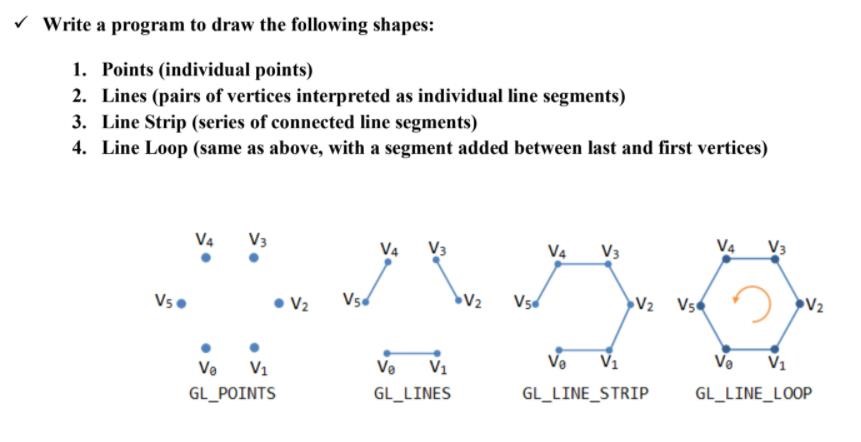
U18CO018

Shubham Shekhaliya

Computer Graphics

Assignment-4



**Code:-**

#include<windows.h>

#include<stdio.h>

#include<GL/glut.h>

#include<math.h>

void init() {

glClearColor(1.0, 1.0, 1.0, 1.0);

glColor3f(0.0, 0.0, 1.0);

glPointSize(7.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(-780, 780, -420, 420);

}

void display() {

glClear(GL\_COLOR\_BUFFER\_BIT);

glEnable(GL\_POINT\_SMOOTH);

glBegin(GL\_LINE\_LOOP); // Change argument for different shapes

glVertex2f(0, 0);

glVertex2f(150, 0);

glVertex2f(225, 105);

glVertex2f(150, 210);

glVertex2f(0, 210);

glVertex2f(-75, 105);

glEnd();

glFlush();

}

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

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(683, 384);

glutInitWindowPosition(0, 0);

glutCreateWindow("Points");

init();

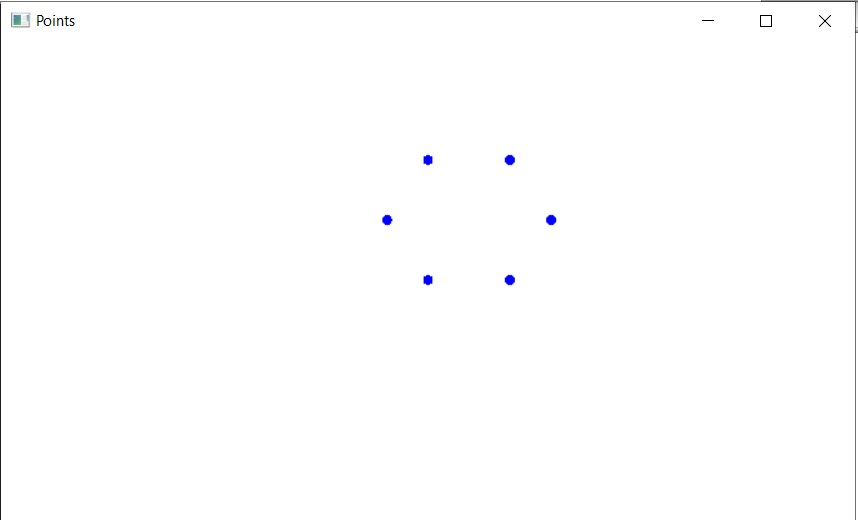
glutDisplayFunc(display);

glutMainLoop();

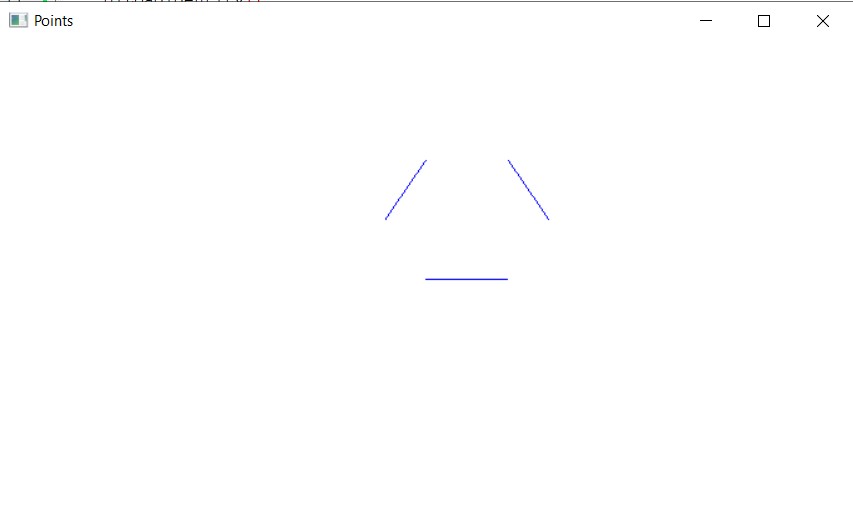
return 0;

}

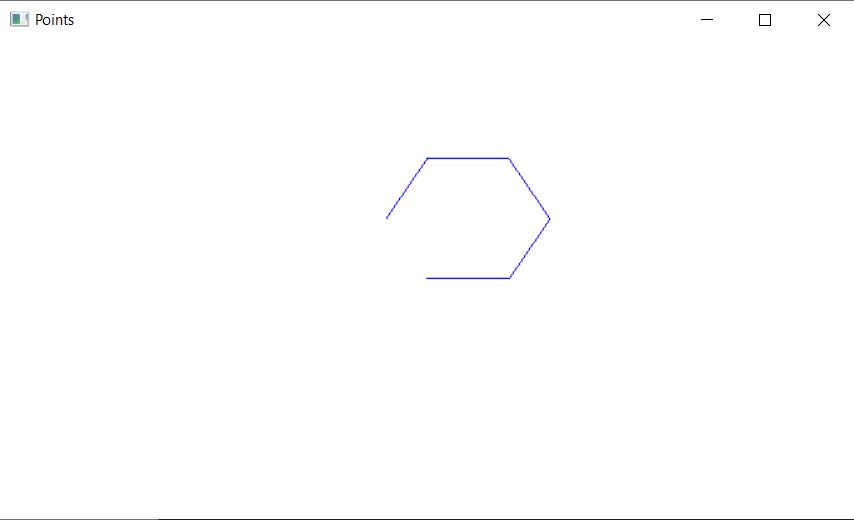
* **GL\_POINTS**



* GL\_LINES



* **GL\_LINE\_STRIP**



* **GL\_LINE\_LOOP**

