**Practical No:8**

1. **Implement animation principles for any object .**

**Code:**

**#include <iostream>**

**#include <math.h>**

**#include <time.h>**

**#include <GL/glut.h>**

**using namespace std;**

**int x=0;**

**int flag=0;**

**void init()**

**{**

**glClearColor(1.0,1.0,1.0,0.0);**

**glMatrixMode(GL\_PROJECTION);**

**gluOrtho2D(0,640,0,480);**

**}**

**void object1()**

**{**

**glClear(GL\_COLOR\_BUFFER\_BIT);**

**glColor3f(1,0,0);**

**glBegin(GL\_POLYGON);**

**glVertex2i(x,220);**

**glVertex2i(x+40,220);**

**glVertex2i(x+40,260);**

**glVertex2i(x,260);**

**glEnd();**

**glutSwapBuffers();**

**}**

**void timer(int)**

**{**

**glutPostRedisplay();**

**glutTimerFunc(1000/60,timer,0);**

**if(flag == 0)**

**{**

**x = x+3;**

**}**

**if(flag == 1)**

**{**

**x = x-3;**

**}**

**if(x==600)**

**{**

**flag = 1;**

**}**

**if(x == 0)**

**{**

**flag = 0;**

**}**

**}**

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

**{**

**glutInit(&argc, argv);**

**glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB);**

**glutInitWindowSize(640,480);**

**glutInitWindowPosition(200,200);**

**glutCreateWindow("Animation");**

**init();**

**glutDisplayFunc(object1);**

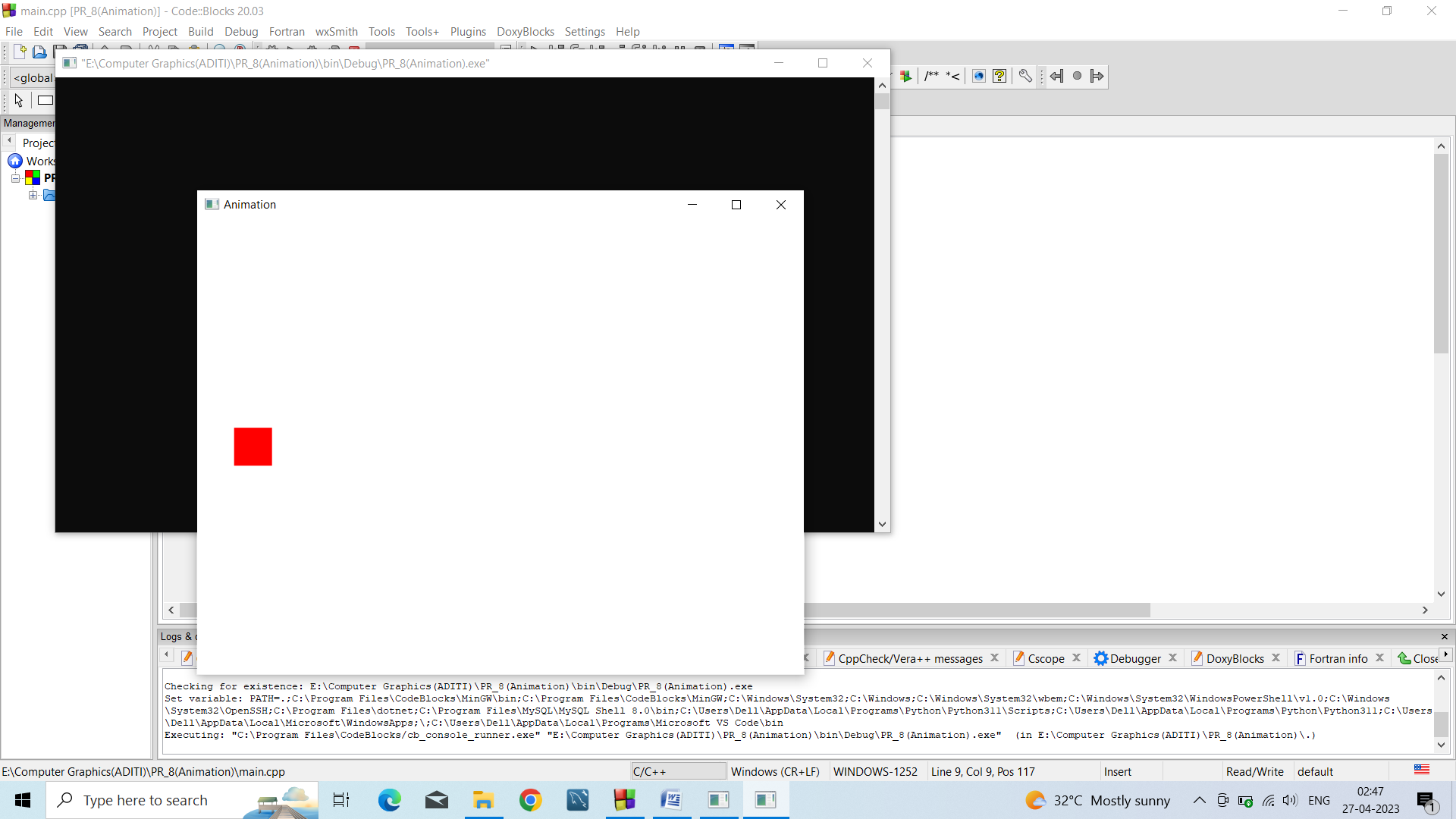
**glutTimerFunc(1000,timer,0);**

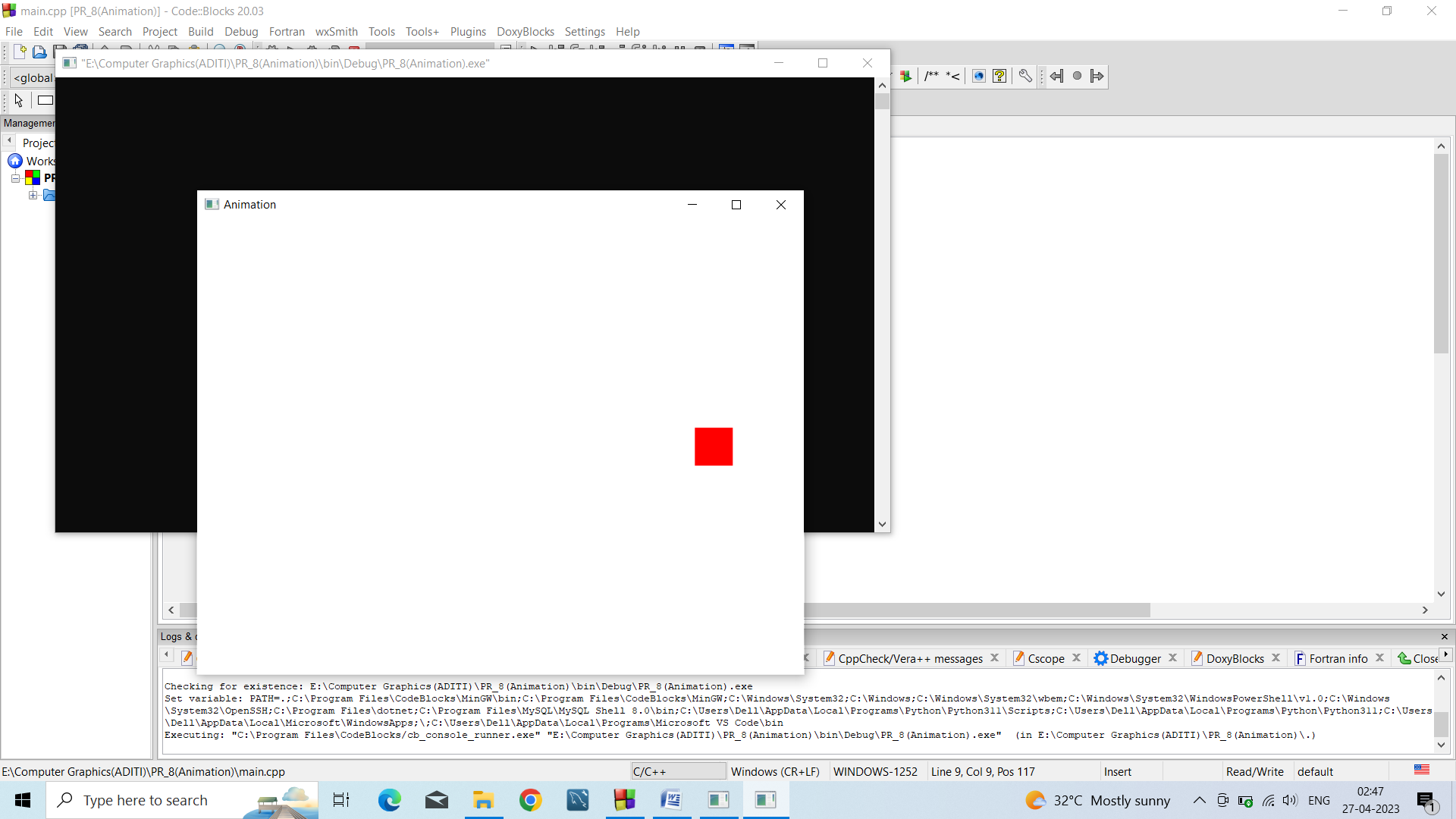
**glutMainLoop();**

**return 0;**

**}**

**Output:**

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