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Experiment - Implement animation principles for any object

#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; }