```
#include <GL/gl.h>
#include <GL/glut.h>
#include<bits/stdc++.h>
void mouth(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy)
{
glBegin(GL_TRIANGLE_FAN);
glColor3f(1.0f, 1.0f, 1.0f);
glVertex2f(cx, cy);
for (int i = 0;i <= 100;i++)
{
float angle = 2.0f * 3.1416f * i / 100;
float x = rx * cosf(angle);
float y = ry * sinf(angle);
glVertex2f((x + cx), (y + cy));
}
glEnd();
}
void mukh(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy)
{
glBegin(GL_TRIANGLE_FAN);
glColor3f(1.0f, 0.0f, 0.0f);
glVertex2f(cx, cy);
for (int i = 50;i <= 100;i++)
{
float angle = 2.0f * 3.1416f * i / 100;
float x = rx * cosf(angle);
float y = ry * sinf(angle);
glVertex2f((x + cx), (y + cy));
}
```

```
glEnd();
}
void black(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy)
{
glBegin(GL_TRIANGLE_FAN);
glColor3f(0.0f, 0.0f, 0.0f);
glVertex2f(cx, cy);
for (int i = 0;i <= 100;i++)
{
float angle = 2.0f * 3.1416f * i / 100;
float x = rx * cosf(angle);
float y = ry * sinf(angle);
glVertex2f((x + cx), (y + cy));
}
glEnd();
}
void nose(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy)
{
glBegin(GL_TRIANGLE_FAN);
glColor3f(1.0f, 0.0f, 0.0f);
glVertex2f(cx, cy);
for (int i = 0;i <= 100;i++)
{
float angle = 2.0f * 3.1416f * i / 100;
float x = rx * cosf(angle);
float y = ry * sinf(angle);
glVertex2f((x + cx), (y + cy));
}
glEnd();
```

```
}
void head(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy)
{
glBegin(GL_TRIANGLE_FAN);
glColor3f(0.0f, 0.0f, 1.0f);
glVertex2f(cx, cy);
for (int i = 0;i <= 100;i++)
{
float angle = 2.0f * 3.1416f * i / 100;
float x = rx * cosf(angle);
float y = ry * sinf(angle);
glVertex2f((x + cx), (y + cy));
}
glEnd();
}
void display(void)
{
/* clear all pixels */
glClear (GL_COLOR_BUFFER_BIT);
head(35,38,0,20);
black(24,28,0,12);
mouth(23,27,0,12);
black(9,11,-9,39);
black(9,11,9,39);
black(17,12,0,4);//smile
mouth(17,12,0,4.8);//smile
mouth(8,10,-9,39);////eye1
mouth(8,10,9,39);////eye2
black(3,3,-9,39);//eyeball1
```

```
black(3,3,9,39);//eyeball2
black(6,6,0,27);//nose
nose(5,5,0,27);
////////////////////////////body////////////
/////////////////main body
glColor3f (0.0, 0.0, 1.0);/////hand1
glBegin(GL_POLYGON);
glVertex2f(-16.0f, -19.0f );
glVertex2f(-18.0f, -35.0f );
glVertex2f(-35.0f, -40.0f );
glVertex2f(-38.0f, -32.0f );
glEnd();
glColor3f (0.0, 0.0, 1.0);/////hand2
glBegin(GL_POLYGON);
glVertex2f(16.0f, -19.0f );
glVertex2f(18.0f, -35.0f );
glVertex2f(35.0f, -40.0f );
glVertex2f(38.0f, -32.0f );
glEnd();
glColor3f (0.0, 0.0, 1.0);/////body
glBegin(GL_POLYGON);
glVertex2f(-20.0f, -21.50f );//
glVertex2f(-20.0f, -70.0f );
glVertex2f(20.0f, -70.0f );
glVertex2f(20.0f, -21.50f );//
glEnd();
mukh(19,13,0,4);////////////// mukh
black(8,5,0,-70);//
black(11,4,-16,-71);//leg1
```

```
black(11,4,16,-71);//leg2
mouth(10,3,-16,-71);//leg1
mouth(10,3,16,-71);//leg2
black(7,7,-39,-38);//finger1
black(7,7,39,-38);//finger1
mouth(6,6,-39,-38);//finger1
mouth(6,6,39,-38);//finger1

glColor3f (0.0, 0.0, 0.0);/////mouthline
glBegin(GL_LINES);
glVertex2f(0.0f, 20.0f );
glVertex2f(0.0f, -7.0f );
glEnd();
glColor3f (0.0, 0.0, 0.0);////mustache//left
glBegin(GL_LINES);
glVertex2f(-18.0f, 15.0f );
glVertex2f(-5.0f, 10.0f );
glEnd();
glColor3f (0.0, 0.0, 0.0);////mustache//left
glBegin(GL_LINES);
glVertex2f(-18.0f, 8.0f );
glVertex2f(-5.0f, 8.0f );
glEnd();
glColor3f (0.0, 0.0, 0.0);////mustache//left
glBegin(GL_LINES);
glVertex2f(-18.0f, 3.0f );
glVertex2f(-5.0f, 6.0f );
glEnd();
glColor3f (0.0, 0.0, 0.0);////mustache//right
```

```
glBegin(GL_LINES);
glVertex2f(18.0f, 15.0f );
glVertex2f(5.0f, 10.0f );
glEnd();
glColor3f (0.0, 0.0, 0.0);////mustache//right
glBegin(GL_LINES);
glVertex2f(18.0f, 8.0f );
glVertex2f(5.0f, 8.0f );
glEnd();
glColor3f (0.0, 0.0, 0.0);////mustache//right
glBegin(GL_LINES);
glVertex2f(18.0f, 3.0f );
glVertex2f(5.0f, 6.0f );
glEnd();
black(19,20,0,-32);
mouth(18,19,0,-32);//belly
black(13,13,0,-32);
mouth(13,13,0,-31);

glColor3f (0.0, 0.0, 0.0);
glBegin(GL_LINES);////line for belly
glVertex2f(-13.0f, -35.50f );
glVertex2f(13.0f, -35.50f );
glEnd();
glColor3f (0.0, 0.0, 0.0);/////belt background
glBegin(GL_POLYGON);
glVertex2f(-18.0f, -20.0f );
glVertex2f(-18.0f, -13.0f );
glVertex2f(18.0f, -13.0f );
```

```
glVertex2f(18.0f, -20.0f );
glEnd();
glColor3f (1.0, 0.0, 0.0);/////belt
glBegin(GL_POLYGON);
glVertex2f(-17.0f, -19.0f );
glVertex2f(-17.0f, -14.0f );
glVertex2f(17.0f, -14.0f );
glVertex2f(17.0f, -19.0f );
glEnd();
glFlush ();
}
void init (void)
{
/* select clearing (background) color */
glClearColor (0.0, 0.0, 0.0, 0.0);
/* initialize viewing values */
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
glOrtho(-100.0, 100.0, -100.0, 100.0, -10.0, 10.0);
}
int main(int argc, char** argv)
{
glutInit(&argc, argv);
glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
glutInitWindowSize (600, 600);
glutInitWindowPosition (100, 100);
glutCreateWindow ("SYEED MD TOWAHA(192-15-13126)");
init ();
glutDisplayFunc(display);
```

```
glutMainLoop();
return 0; /* ISO C requires main to return int. */
}
```