Lab Report 03

Course Title: Computer Graphics Lab

Course Code: CSE422

Name of the Report: Draw a chess board

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Code:

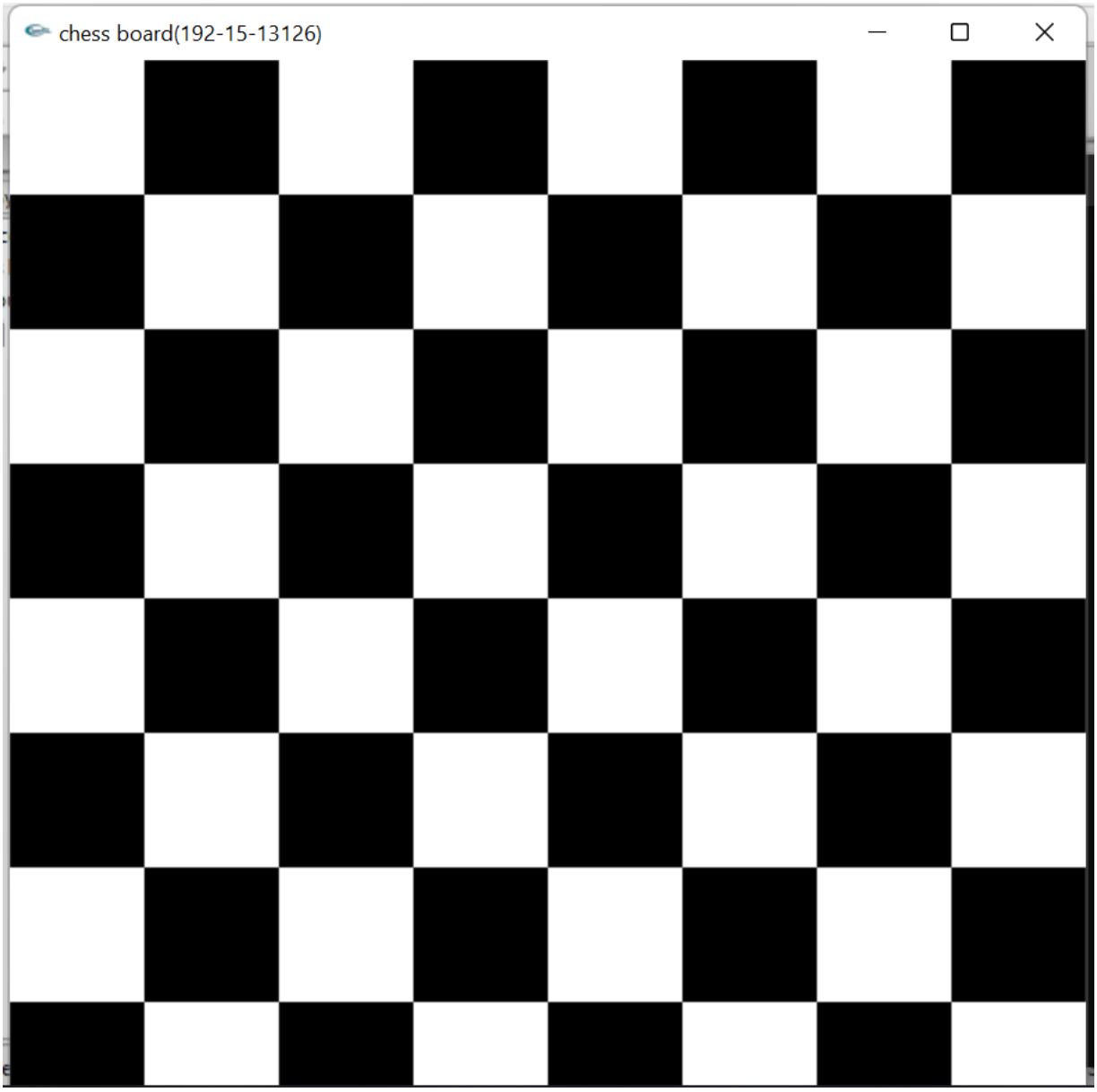
```
//#include <windows.h>
#include <GL/gl.h>
#include <GL/glut.h>
#include <gl/Glu.h>

void display(void)
{
/* clear all pixels */
glClear (GL_COLOR_BUFFER_BIT);
/* draw white polygon (rectangle) with corners at
* (0.25, 0.25, 0.0) and (0.75, 0.75, 0.0)
*/
bool color_change=false;
for(int x=0;x<=8;x+=1)
{

   for(int y=0;y<=8;y+=1)
   {
      if(color_change)
      {
         glColor3f(1.0,1.0,1.0);
         color_change=!color_change;



      }

      else{
         glColor3f(0.0,0.0,0.0);
         color_change=!color_change;

      }
```

```
    glBegin(GL_QUADS);
    glVertex2i(x,y);
    glVertex2i(x,y+1);
    glVertex2i(x+1,y+1);
    glVertex2i(x+1,y);




    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();
//glOrtho2D(0.0,0.4,0.0,0.4);
//glOrtho(0.0, 4.0, 0.0, 0.0, 0.0, 0.0);
```

```
gluOrtho2D(0.0, 8.0, 0.0, 8.0);//sucesss!!!!!!!!!!!!!!!!!!
}
```

```
int main(int argc, char** argv)
{
glutInit(&argc, argv);
glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
glutInitWindowSize (600, 600);
glutInitWindowPosition (100, 100);
glutCreateWindow ("chess board(192-15-13126)");
init ();
glutDisplayFunc(display);
glutMainLoop();
return 0; /* ISO C requires main to return int. */
}
```

Output:


chess board(192-15-13126)