```
#include <GL/gl.h>
#include <GL/glut.h>
#include<bits/stdc++.h>
void circle(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 display(void)
{
/* clear all pixels */
glClear(GL_COLOR_BUFFER_BIT);
/////////////////thoth.....1
glColor3f(1.0f, 0.0f, 0.0f);
glBegin(GL_POLYGON);

glVertex2f(-40.0f, 43.0f );
glVertex2f(-55.0f, 40.0f );
glVertex2f(-40.0f, 37.0f );
 glEnd();
```

```
/////////////////thoth.....2
glColor3f(1.0f, 0.0f, 0.0f);
glBegin(GL_POLYGON);

glVertex2f(-40.0f, 50.0f );
glVertex2f(-55.0f, 47.0f );
glVertex2f(-40.0f, 43.0f );
 glEnd();
glColor3f(1.0f, 1.0f, 0.0f);
circle(50, 30, 0, 0);//boody
circle(20, 20, -24, 40);//head
circle(10, 23, 42, 13);//tail
glColor3f(0.0f, 0.0f, 0.0f);
circle(4, 6, -34, 40);//eye
glColor3f(1.0f, 1.0f, 1.0f);
circle(1,2 ,-35, 41);//eye ball



//rx,ry,cx,cy
glFlush();
}
void init(void)
{
glClearColor(1.0, 1.0, 1.0, 0.0);
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
glOrtho(-100, 100, -100, 100, -15, 15);
```

```
//-x,x,-y,y
}
int main(int argc, char** argv)
{
glutInit(&argc, argv);
glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
glutInitWindowSize(1000, 600);
glutInitWindowPosition(100, 100);
glutCreateWindow("Circle 192-15-13126");
init();
glutDisplayFunc(display);
glutMainLoop();
return 0; /* ISO C requires main to return int. */
}
```