Lab Report

Course Title: Computer Graphics Lab

Course Code: CSE422

Name of the Report: Draw a house

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Section: B

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Code:

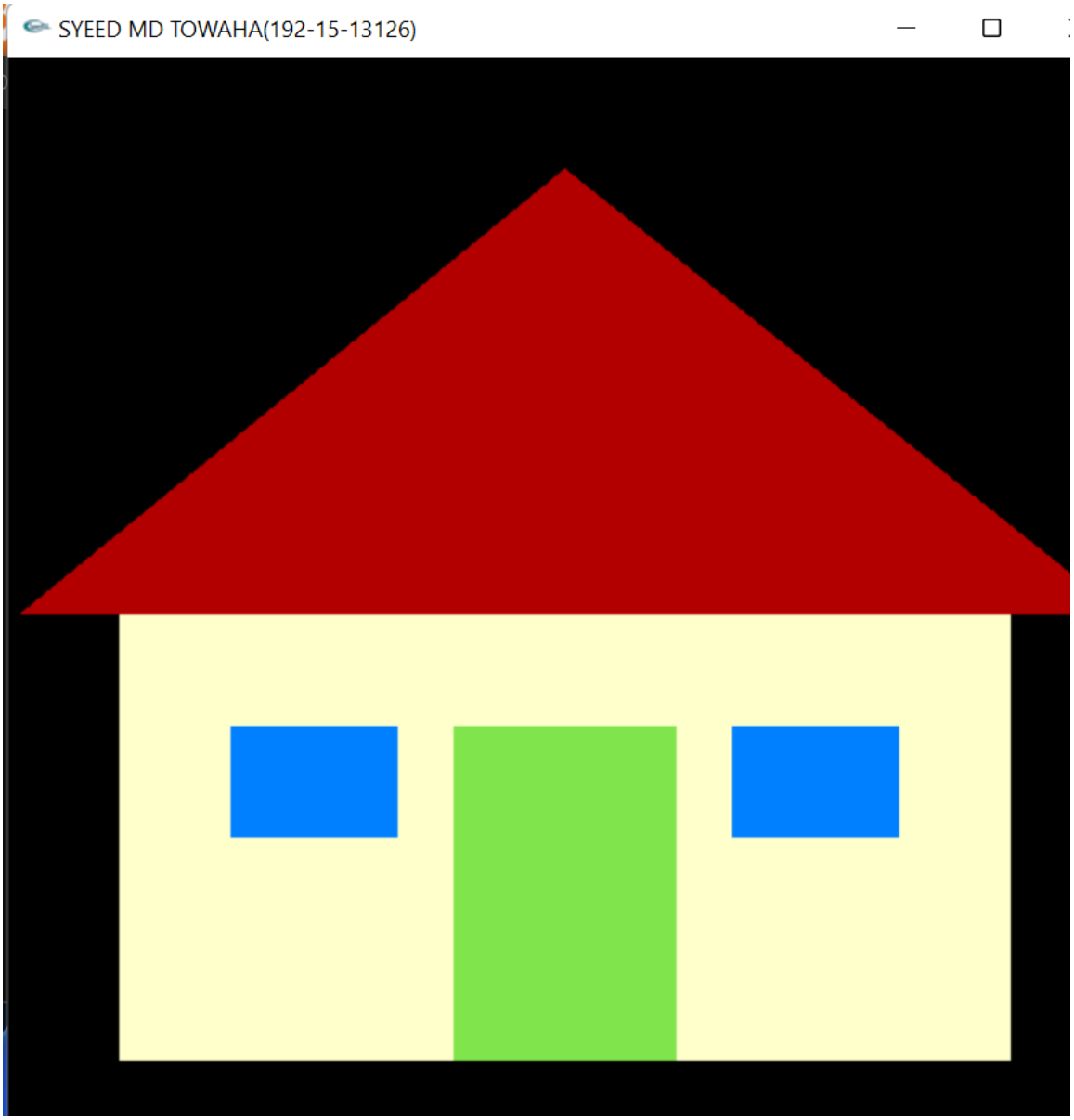
```
#include <GL/gl.h>
#include <GL/glut.h>
void display(void)
{
/* clear all pixels */
glClear (GL_COLOR_BUFFER_BIT);
/* draw white polygon (rectangle) with corners at
* (0.25, 0.25, 0.0) and (0.75, 0.75, 0.0)
*/
  glColor3f (1.0, 1.0, 0.8);
        glBegin(GL_POLYGON); //Begin triangle coordinates

        //square
        glVertex2f(0.1f, 0.1f );
        glVertex2f(0.9f, 0.1f );
        glVertex2f(0.9f, 0.5f );
        glVertex2f(0.1f, 0.5f );

        glEnd();



////////////////////////////////////////////////////////////
   //triangle
   glColor3f (0.7, 0.0, 0.0);
        glBegin(GL_POLYGON);

        glVertex2f(0.01f, 0.5f );
   glVertex2f(1.0f, 0.5f );
        glVertex2f(0.5f, 0.9f );
```

```
   glEnd();
////////////////////////////////////////////////////////
////////////////////////////////////////////////////////
    //door
   glColor3f (0.5, 0.9, 0.3);
            glBegin(GL_POLYGON);

            glVertex2f(0.4f, 0.1f );
   glVertex2f(0.6f, 0.1f );
   glVertex2f(0.6f, 0.4f );
   glVertex2f(0.4f, 0.4f );

  glEnd();
////////////////////////////////////////////////////////
////////////////////////////////////////////////////////
    //window1
   glColor3f (0.0, 0.5, 1.0);
            glBegin(GL_POLYGON);

            glVertex2f(0.2f, 0.3f );
   glVertex2f(0.35f, 0.3f );
   glVertex2f(0.35f, 0.4f );
   glVertex2f(0.2f, 0.4f );

  glEnd();
////////////////////////////////////////////////////////
////////////////////////////////////////////////////////
    //window2
```

```
   glColor3f (0.0, 0.5, 1.0);
            glBegin(GL_POLYGON);

            glVertex2f(0.65f, 0.3f );
   glVertex2f(0.8f, 0.3f );
   glVertex2f(0.8f, 0.4f );
   glVertex2f(0.65f, 0.4f );

  glEnd();
////////////////////////////////////////////////////////////

            //End triangle coordinates
/* don't wait!
* start processing buffered OpenGL routines
*/
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(0.0, 1.0, 0.0, 1.0, -10.0, 10.0);
}
/*
* Declare initial window size, position, and display mode
* (single buffer and RGBA). Open window with "hello"
* in its title bar. Call initialization routines.
* Register callback function to display graphics.
* Enter main loop and process events.
*/
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. */
}
```

Output:


SYEED MD TOWAHA(192-15-13126)