

```
#include <GL/gl.h>
```

```
#include <GL/glut.h>
```

```
#include <windows.h>
```

```
#include <math.h>
```

```
void init(void) {
```

```
    glClearColor(0.0, 0.0, 0.0, 0.0);
```

```
    glMatrixMode(GL_PROJECTION);
```

```
    glLoadIdentity();
```

```
    gluOrtho2D(0.0, 100.0, 0.0, 100.0);
```

```
}
```

```
void circle(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy) {
```

```
    glBegin(GL_TRIANGLE_FAN);
```

```
    glVertex2f(cx, cy);
```

```
    for (int i = 0; i <= 50; 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 circle3(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy) {
```

```
    glBegin(GL_TRIANGLE_FAN);
```

```
    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 circle2(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy) {
    glBegin(GL_TRIANGLE_FAN);
    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 Draw() {
    glClear(GL_COLOR_BUFFER_BIT);
    glBegin(GL_POLYGON); //Upper lej
    glColor3f(1.0, 0.0, 1.0);
    glVertex2f(50, 70);
    glVertex2f(69, 70);
    glVertex2f(69, 80);
    glVertex2f(55, 80);
    glEnd();
    glBegin(GL_POLYGON); //Lower lej

```

```

    glColor3f(1.0, 0.0, 1.0);
    glVertex2f(50, 40);
    glVertex2f(65, 40);
    glVertex2f(60, 50);
    glVertex2f(50, 50);
    glEnd();

    glBegin(GL_POLYGON); //Left lej
    glColor3f(1.0, 0.0, 1.0);
    glVertex2f(30, 45);
    glVertex2f(50, 55);
    glVertex2f(50, 65);
    glVertex2f(30, 75);
    glEnd();

    glColor3f(1.0, 0.0, 1.0);
    circle2(15, 15, 60, 60); //Body
    glColor3f(1.0, 0.0, 1.0);
    circle2(10, 5, 35, 60); //Body
    glColor3f(1.0, 1.0, 1.0);
    circle3(6, 6, 63, 68); //Chokh
    glColor3f(0.0, 0.0, 0.0);
    circle3(3, 3, 64, 70); //Moni

    glutSwapBuffers();
}

```

```

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB | GLUT_DOUBLE);
    glutInitWindowPosition(0, 0);

```

```
glutInitWindowSize(500, 500);  
glutCreateWindow("Fish");  
init();  
glutDisplayFunc(Draw);  
glutMainLoop();  
return 0;  
}
```