```
#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, 1.0f, 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 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 white(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 display(void)//////////////////////////////display----------
{
/* clear all pixels */
glClear(GL_COLOR_BUFFER_BIT);
glColor3f (1.0, 1.0, 0.0);
glBegin(GL_LINES);
//axix-X
glVertex2f(-100.0f, 0.0f );
glVertex2f(100.0f, 0.0f );
glEnd();
glColor3f (1.0, 1.0, 0.0);
glBegin(GL_LINES);
```

```
//axix-Y
glVertex2f(0.0f, 100.0f );
glVertex2f(0.0f, -100.0f );
glEnd();
//////////----------------------------------------------------


glBegin(GL_POLYGON);//////hog.....
glColor3f(0,0,0);
glVertex2f(-3.0f, -27.0f );
glVertex2f(3.0f, -27.0f );
glVertex2f(0.0f, -40.0f );
glEnd();
//////////////////////pakha///
black(40,13,0,20);
black(40,13,0,5);


circle(20,30,0,0);
black(20,30,0,8);
circle(20,30,0,14);
black(20,30,0,19);
circle(18,28,0,24);
black(18,28,0,29);
circle(16,26,0,34);
black(14,24,0,38);
circle(30,20,0,50);////head
/////////////////eye////////
white(5,7,-17,50);
```

```
black(3,5,-17,50);
white(5,7,17,50);
black(3,5,17,50);

glColor3f (0.0, 0.0, 0.0);
glBegin(GL_LINES);
//LINE
glVertex2f(-10.0f, 60.0f );
glVertex2f(-12.0f, 75.0f );
glEnd();
black(5,7,-12,75);

glColor3f (0.0, 0.0, 0.0);
glBegin(GL_LINES);
//LINE
glVertex2f(10.0f, 60.0f );
glVertex2f(12.0f, 75.0f );
glEnd();
black(5,7,12,75);

//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. */
}
```