**Chapter 4**

**DESIGN**

**Initialization**

Initialize the interaction with the windows. Initialize the display mode- double buffer and depth buffer. Initialize the various callback functions for drawing and redrawing, for keyboard interfaces. Initialize the input and call functions for top view based on user’s choice. Initialize the window position and size and create the window to display the output.

**Flow of control**

The flow of control in the below flow chart is respected to the Texture Package. For any of the program flow chart is compulsory to understand the program. We consider the flow chart for the texture project in which the flow starts from start and proceeds to the main function after which it comes to the initialization of call back functions and further it proceeds to keyboard functions, input and function calls. Finally, it comes to quit, the end of flow chart.

END OF INPUT

MAIN SCREEN DISPLAYED

INITIALIZE CALLBACK FUNCTIONS

MAIN

KEYBOARD

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READING INPUT CHOICE

PRINT OUTPUT

4.1 Project Design