**Chapter 3**

**DESIGN**

**3.1 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 the polygon, for mouse and keyboard interface, for movement of the image in different directions. Initialize the window position and size and create the window to display the output.

**3.2 Flow of control**

The flow of control in the above 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 chartfor 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 mouse and keyboard functions after all the function,the flow comes to quit which is the end of the flow chart.

**FLOWCHART**

MAIN

INITIALIZE CALLBACK FUNCTIONS

MAIN SCREEN DISPLAYED

MOUSE BUTTON

RIGHT BUTTON

MIDDLE BUTTON

LEFT BUTTON

SIDE VIEW 2

BACK VIEW

FRONT VIEW

CUSTOM VIEW

SIDE VIEW 1

EVENTS

**Fig 3.1: Flowchart for Simulation of Windmill**