#include<stdio.h>

#include <windows.h>

#include <GL/glut.h>

#include<math.h>

#include <stdio.h>

#include <stdlib.h>

GLfloat theta[]={0.0,0.0,0.0};

int counter=0;

double winHt=10.0;

void HumanArm()

{

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0.6,0.66,0.3);

glScaled(0.5,1.0,3.0);

glutSolidSphere(0.15,50,50);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0.6,0.5,0.3);

glScaled(1.5,2.35,2);

glutSolidCube(0.15);

glPopMatrix();

glPushMatrix();

glColor3f(0.96,0.80,0.69);

glTranslated(0.6,0.33,0.3);

glScaled(1.5,1.0,3.0);

glutSolidSphere(0.11,50,50);

glPopMatrix();

glPushMatrix();

glColor3f(0.96,0.80,0.69);

glTranslated(0.6,0.2,0.4);

glScaled(1.5,2.35,2);

glutSolidCube(0.15);

glPopMatrix();

glPushMatrix();

glColor3f(0.96,0.80,0.69);

glTranslated(0.6,0.0,0.5);

glScaled(1.5,1.0,3.0);

glutSolidSphere(0.08,50,50);

glPopMatrix();

}

void HumanLeg()

{

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0.6,0.66,0.3);

glScaled(0.5,1.0,3.0);

glutSolidSphere(0.15,50,50);

glPopMatrix();

glPushMatrix();

glColor3f(0.0,0.0,1.0);

glTranslated(0.6,0.5,0.3);

glScaled(2.0,2.35,2);

glutSolidCube(0.15);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0.6,0.33,0.3);

glScaled(2.0,1.0,3.0);

glutSolidSphere(0.11,50,50);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0.6,0.2,0.4);

glScaled(2.0,2.35,2);

glutSolidCube(0.15);

glPopMatrix();

glPushMatrix();

glColor3f(0.0,0.0,0.0);

glTranslated(0.6,0.01,0.7);

glScaled(1.0,0.02,3.0);

glutSolidCube(0.5);

glPopMatrix();

}

void HumanBody()

{

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0,0.38,0);

glScalef(3.0f,0.75f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(-0.3,0.22,0);

glRotated(120,0,0,1);

glScalef(0.6f,0.5f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0.3,0.22,0);

glRotated(60,0,0,1);

glScalef(0.6f,0.5f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//face

glColor3f(0.96,0.80,0.69);

glRotatef(0, 0.0, 1.0, 0.0);

glTranslatef(0.0, 0.6, 0.0);

glScalef(1.5f, 1.0f, 1.2f);

glutSolidCube(0.5);

glScalef(1.0f, 2.0f, 1.0f);

glPopMatrix();

glPushMatrix();//left eye

glColor3f(1.0, 1.0, 1.0);

glTranslated(1.0,1.1,5.0);

glScaled(0.3,0.19,0.2);

glutSolidSphere (0.3, 20, 20);

glPopMatrix();

glPushMatrix();

glColor3f(1.0, 1.0, 1.0); //right eye

glTranslated(1.5,1.11,5.0);

glScaled(0.3,0.2,0.2);

glutSolidSphere (0.3, 20, 20);

glPopMatrix();

glPushMatrix();

glColor3f(1.0,0,0);

glTranslated(1.1,0.95,4.5);

glRotated(100,1,0,0);

glScaled(0.5,0.5,0);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0,-0.0,0);

glScalef(1.6f,0.8f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

}

void HumanBody1()

{

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0,0.38,0);

glScalef(3.0f,0.75f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(-0.3,0.22,0);

glRotated(120,0,0,1);

glScalef(0.6f,0.5f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0.3,0.22,0);

glRotated(60,0,0,1);

glScalef(0.6f,0.5f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//face

glColor3f(0.96,0.80,0.69);

glRotatef(0, 0.0, 1.0, 0.0);

glTranslatef(0.0, 0.6, 0.0);

glScalef(1.5f, 1.0f, 1.2f);

glutSolidCube(0.5);

glScalef(1.0f, 2.0f, 1.0f);

glPopMatrix();

glPushMatrix();

glColor3f(0,0,1.0);

glTranslated(0,-0.0,0);

glScalef(1.6f,0.8f,2.0f);

glutSolidCube(0.5);

glPopMatrix();

}

void drawHuman()

{

HumanBody();

glPushMatrix();

glTranslated(.2,-0.3,-0.2);

HumanArm();

glPopMatrix();

glPushMatrix();

glTranslated(-1.4,-0.3,-0.2);

HumanArm();

glPopMatrix();

glPushMatrix();

glTranslated(-0.2,-0.7,-0.4);

HumanLeg();

glPopMatrix();

glPushMatrix();

glTranslated(-1.0,-0.7,-0.4);

HumanLeg();

glPopMatrix();

}

void drawHuman1()

{

HumanBody1();

glPushMatrix();

glTranslated(.2,-0.3,-0.2);

HumanArm();

glPopMatrix();

glPushMatrix();

glRotated(-60,1,0,0);

glTranslated(-1.4,-0.3,-0.2);

HumanArm();

glPopMatrix();

glPushMatrix();

glTranslated(-0.2,-0.7,-0.4);

HumanLeg();

glPopMatrix();

glPushMatrix();

glTranslated(-1.0,-0.7,-0.4);

HumanLeg();

glPopMatrix();

}

void initGL()

{

glClearColor(0.0f, 0.7f, 1.0f, 0.0f); // Set background color to black and opaque

glClearDepth(1.0f);

glShadeModel(GL\_SMOOTH); // Set background depth to farthest

glEnable(GL\_DEPTH\_TEST); // Enable depth testing for z-culling

glDepthFunc(GL\_LEQUAL); // Set the type of depth-test

glShadeModel(GL\_SMOOTH); // Enable smooth shading

glHint(GL\_PERSPECTIVE\_CORRECTION\_HINT, GL\_NICEST);

}

void drawbutton()

{

glPushMatrix();

glScaled(3,3,3);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glScaled(2.5,2.5,3);

glTranslated(0.0,0.0,0.1);

glutSolidCube(0.5);

glPopMatrix();

}

void dropper()

{

glPushMatrix();//roof

glColor3f(0.196078,0.6,0.8);

glTranslated(0.0,1.5,0.60);

glScaled(8,2,2);

glutSolidCube(0.2);

glPopMatrix();

glPushMatrix();//dispenser handle1

glColor3f(0.847059,0.847059,0.74902);

glTranslated(-0.5,0.8,0.5);

glRotated(160,1,0,0);

glScaled(0.35,2.35,0.35);

glutSolidCube(0.2);

glPopMatrix();

glPushMatrix();//dispenser cube1

glColor3f(0.0,0.0,0.0);

glTranslated(-0.5,0.8,0.5);

glScaled(0.5,0.5,0.5);

glutSolidSphere(0.20,50,50);

glPopMatrix();

glPushMatrix();//dispenser handle2

glColor3f(0.847059,0.847059,0.74902);

glTranslated(-0.1,0.8,0.5);

glRotated(160,1,0,0);

glScaled(0.35,2.35,0.35);

glutSolidCube(0.2);

glPopMatrix();

glPushMatrix();//dispenser cube2

glColor3f(0.0,0.0,0.0);

glTranslated(-0.1,0.8,0.5);

glScaled(0.5,0.5,0.5);

glutSolidSphere(0.20,50,50);

glPopMatrix();

glPushMatrix();//dispenser handle3

glColor3f(0.847059,0.847059,0.74902);

glTranslated(0.3,0.8,0.5);

glRotated(160,1,0,0);

glScaled(0.35,2.35,0.35);

glutSolidCube(0.2);

glPopMatrix();

glPushMatrix();//dispenser cube3

glColor3f(0.0,0.0,0.0);

glTranslated(0.3,0.8,0.5);

glScaled(0.5,0.5,0.5);

glutSolidSphere(0.20,50,50);

glPopMatrix();

}

void drawcoinpicker()

{glColor3f(0.8,0.498039,0.196078);

glPushMatrix();

glTranslated(-0.1,-0.13,0.5);

glScaled(2.0,0.65,0.5);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glTranslated(-0.1,0.3,0.5);

glScaled(2.0,0.65,0.5);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glTranslated(-0.46,0.0,0.5);

glScaled(0.5,0.65,0.5);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glTranslated(0.26,0.0,0.5);

glScaled(.5,0.65,0.5);

glutSolidCube(0.5);

glPopMatrix();

}

void drawcup()

{

glPushMatrix();//cup stand

glTranslated(-0.1,-0.13,0.5);

glScaled(2.0,0.65,0.5);

glColor3f(0.85,0.85,0.85);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//cup1

glColor3f(0.82,0.57,0.46);

glTranslated(-0.5,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

glPushMatrix();//cup2

glColor3f(1.0,1.0,0.0);

glTranslated(-0.1,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

glPushMatrix();//cup3

glColor3f(0.6,0.8,0.196078);

glTranslated(0.3,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

}

void drawcup1()

{

glPushMatrix();//cup stand

glTranslated(-0.1,-0.13,0.5);

glScaled(2.0,0.65,0.5);

glColor3f(0.85,0.85,0.85);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//cup1

glColor3f(1.0,0.11,0.68);

glTranslated(-0.5,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

glPushMatrix();//cup2

glColor3f(0.73,0.16,0.96);

glTranslated(-0.1,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

glPushMatrix();//cup3

glColor3f(1.0,0.5,0);

glTranslated(0.3,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

}

void drawcup2()

{

glPushMatrix();//cup stand

glTranslated(-0.1,-0.13,0.5);

glScaled(2.0,0.65,0.5);

glColor3f(0.85,0.85,0.85);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//cup1

glColor3f(1.0,0.0,0.0);

glTranslated(-0.5,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

glPushMatrix();//cup2

glColor3f(0.0,0.0,1.0);

glTranslated(-0.1,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

glPushMatrix();//cup3

glColor3f(0.91,0.76,0.65);

glTranslated(0.3,0.3,0.58);

glRotated(90,1,0,0);

glutSolidCone(.07,0.5,14,1);

glPopMatrix();

}

void drawVmachine()

{

glPushMatrix();//body of vending machine

glScaled(3,7,2);

glColor3f(0.137255,0.37255,0.55863);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//button stand

glScaled(3,3,2);

glTranslated(-0.00,-0.33,0.06);

glColor3f(0.137255,0.37255,0.55863);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//vmachine base

glScaled(0.5,6,2);

glTranslated(1.2,-0.00,0.06);

glColor3f(0.137255,0.37255,0.55863);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//dropper roof

glTranslated(-0.1,1.0,0.5);

glScaled(2.0,0.5,0.5);

glRotated(45,1,0,0);

glColor3f(0.85,0.85,0.85);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//button1

glColor3f(0.82,0.57,0.46);

glTranslated(0.6,1.0,0.5);

glScaled(0.15,0.15,0.2);

drawbutton();

glPopMatrix();

glPushMatrix();//button2

glTranslated(0.6,0.65,0.5);

glScaled(0.15,0.15,0.2);

glColor3f(1.0,1.0,0.0);

drawbutton();

glPopMatrix();

glPushMatrix();//button3

glTranslated(0.6,0.3,0.5);

glScaled(0.15,0.15,0.2);

glColor3f(0.6,0.8,0.196078);

drawbutton();

glPopMatrix();

glPushMatrix();

dropper();

glPopMatrix();

glPushMatrix();

drawcup();

glPopMatrix();

glPushMatrix();

glTranslated(0.62,-0.1,0.5);

glScaled(0.15,0.15,0.2);

drawcoinpicker();

glPopMatrix();

}

void drawVmachine1()

{

glPushMatrix();//body of vending machine

glScaled(3,7,2);

glColor3f(1.0,0,0);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//button stand

glScaled(3,3,2);

glTranslated(-0.00,-0.33,0.06);

glColor3f(1.0,0,0);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//vmachine base

glScaled(0.5,6,2);

glTranslated(1.2,-0.00,0.06);

glColor3f(1.0,0,0);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//dropper roof

glTranslated(-0.1,1.0,0.5);

glScaled(2.0,0.5,0.5);

glRotated(45,1,0,0);

glColor3f(0.85,0.85,0.85);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//button1

glColor3f(1.0,0.11,0.68);

glTranslated(0.6,1.0,0.5);

glScaled(0.15,0.15,0.2);

drawbutton();

glPopMatrix();

glPushMatrix();//button2

glTranslated(0.6,0.65,0.5);

glScaled(0.15,0.15,0.2);

glColor3f(0.73,0.16,0.96);

drawbutton();

glPopMatrix();

glPushMatrix();//button3

glTranslated(0.6,0.3,0.5);

glScaled(0.15,0.15,0.2);

glColor3f(1.0,0.5,0);

drawbutton();

glPopMatrix();

glPushMatrix();

dropper();

glPopMatrix();

glPushMatrix();

drawcup1();

glPopMatrix();

glPushMatrix();

glTranslated(0.62,-0.1,0.5);

glScaled(0.15,0.15,0.2);

drawcoinpicker();

glPopMatrix();

}

void drawVmachine2()

{

glPushMatrix();//body of vending machine

glScaled(3,7,2);

glColor3f(0.13,0.37,0.31);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//button stand

glScaled(3,3,2);

glTranslated(-0.00,-0.33,0.06);

glColor3f(0.13,0.37,0.31);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//vmachine base

glScaled(0.5,6,2);

glTranslated(1.2,-0.00,0.06);

glColor3f(0.13,0.37,0.31);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//dropper roof

glTranslated(-0.1,1.0,0.5);

glScaled(2.0,0.5,0.5);

glRotated(45,1,0,0);

glColor3f(0.85,0.85,0.85);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//button1

glColor3f(1.0,0.0,0.0);

glTranslated(0.6,1.0,0.5);

glScaled(0.15,0.15,0.2);

drawbutton();

glPopMatrix();

glPushMatrix();//button2

glTranslated(0.6,0.65,0.5);

glScaled(0.15,0.15,0.2);

glColor3f(0.0,0.0,1.0);

drawbutton();

glPopMatrix();

glPushMatrix();//button3

glTranslated(0.6,0.3,0.5);

glScaled(0.15,0.15,0.2);

glColor3f(0.91,0.76,0.65);

drawbutton();

glPopMatrix();

glPushMatrix();

dropper();

glPopMatrix();

glPushMatrix();

drawcup2();

glPopMatrix();

glPushMatrix();

glTranslated(0.62,-0.1,0.5);

glScaled(0.15,0.15,0.2);

drawcoinpicker();

glPopMatrix();

}

void drawbg()

{

//surface

glPushMatrix();

glColor3f(0.0,1.0,0.0);

glTranslated(0,-2.5,-5);

glScaled(60,0.7,80);

glutSolidCube(0.5);

glPopMatrix();

//footpath

glPushMatrix();

glColor3f(0.36,0.20,0.15);

glTranslated(0,-1.8,-8.7);

glScaled(60,1.5,15);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();//road

glColor3f(0.0,0.0,0.0);

glTranslated(0,-1.8,5.7);

glScaled(60,1.5,15);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(1.0,1.0,1.0);

glTranslated(7.5,0,8.8);

glScaled(3,0.3,1);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(1.0,1.0,1.0);

glTranslated(4.5,0,8.8);

glScaled(3,0.3,1);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(1.0,1.0,1.0);

glTranslated(1.5,0,8.8);

glScaled(3,0.3,1);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(1.0,1.0,1.0);

glTranslated(-1.5,0,8.8);

glScaled(3,0.3,1);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(1.0,1.0,1.0);

glTranslated(-4.5,0,8.8);

glScaled(3,0.3,1);

glutSolidCube(0.5);

glPopMatrix();

glPushMatrix();

glColor3f(1.0,1.0,1.0);

glTranslated(-7.5,0,8.8);

glScaled(3,0.3,1);

glutSolidCube(0.5);

glPopMatrix();

//wall

glPushMatrix();

glColor3f(0.847059,0.847059,0.7490);

glTranslated(0,2.5,-10);

glScaled(60,20,0.70);

glutSolidCube(0.5);

glPopMatrix();

}

void drawobjects()

{

glPushMatrix();

glTranslated(0,0.5,-8.5);//centre

drawVmachine1();

glPopMatrix();

glPushMatrix();

glTranslated(4,0.5,-8.5);//right

drawVmachine();

glPopMatrix();

glPushMatrix();

glTranslated(-4,0.5,-8.5);//left

drawVmachine2();

glPopMatrix();

drawbg();

}

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT | GL\_DEPTH\_BUFFER\_BIT); // Clear color and depth buffers

glMatrixMode(GL\_MODELVIEW); // To operate on model-view matrix

glLoadIdentity(); // Reset the model-view matrix

glMatrixMode(GL\_PROJECTION);//set the camera

glLoadIdentity();

glOrtho(-winHt\*64/48.0,winHt\*64/48.0,-winHt,winHt,0.1,100.0);

glMatrixMode(GL\_MODELVIEW);

glLoadIdentity();

gluLookAt(10.5,10.3,20.0,0.0,0.25,0.0,0.0,100.0,0.0);

glPushMatrix();

glRotatef(30,0.0,0.8,0.0);

glScaled(1.5,1.3,1.5);

drawobjects();

glPopMatrix();

switch(counter)

{

case 1:

glPushMatrix();

glTranslated(20,0,-20);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 2:

glPushMatrix();

glTranslated(17.2,0,-18.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 3:

glPushMatrix();

glTranslated(14.4,0,-17.2);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 4:

glPushMatrix();

glTranslated(11.6,0,-15.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 5:

glPushMatrix();

glTranslated(8.8,0.5,-14.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 6:

glPushMatrix();

glTranslated(5.8,0.5,-13.0);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 7:

glPushMatrix();

glTranslated(2.8,0.5,-11.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 8:

glPushMatrix();

glTranslated(2.0,0.5,-11.5);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 9:

glPushMatrix();

glTranslated(-0.5,0.5,-11.5);

glScaled(0.8,3,0.4);

glRotated(-140,0,1,0);

drawHuman1();

glPopMatrix();

break;

case 10:

glPushMatrix();

glTranslated(0.5,0.5,-11.5);

glScaled(0.8,3,0.4);

glRotated(-140,0,1,0);

drawHuman1();

glPopMatrix();

break;

case 11:

glPushMatrix();

glTranslated(-3,0.5,-9.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 12:

glPushMatrix();

glTranslated(-5,0.5,-7.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 13:

glPushMatrix();

glTranslated(-7,0.5,-5.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 14:

glPushMatrix();

glTranslated(-9,0.5,-3.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 15:

glPushMatrix();

glTranslated(-11,0.5,-1.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 16:

glPushMatrix();

glTranslated(-13,0.5,1.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 17:

glPushMatrix();

glTranslated(11.6,0,-15.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 18:

glPushMatrix();

glTranslated(8.8,0.5,-14.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 19:

glPushMatrix();

glTranslated(6.0,0.5,-13.0);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 20:

glPushMatrix();

glTranslated(3.2,0.5,-11.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 21:

glPushMatrix();

glTranslated(0.4,0.5,-10.2);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 22:

glPushMatrix();

glTranslated(-2.4,0.5,-8.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 23:

glPushMatrix();

glTranslated(-5.2,0.5,-9.4);

glScaled(0.8,3,0.4);

glRotated(-140,0,1,0);

drawHuman1();

glPopMatrix();

break;

case 24:

glPushMatrix();

glTranslated(-5.2,0.5,-9.4);

glScaled(0.8,3,0.4);

glRotated(-140,0,1,0);

drawHuman1();

glPopMatrix();

break;

case 25:

glPushMatrix();

glTranslated(-7.2,0.5,-7.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 26:

glPushMatrix();

glTranslated(-9.2,0.5,-5.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 27:

glPushMatrix();

glTranslated(-11.2,0.5,-3.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 28:

glPushMatrix();

glTranslated(-13.2,0.5,-1.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 29:

glPushMatrix();

glTranslated(-15.2,0.5,1.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 30:

glPushMatrix();

glTranslated(-17.2,0.5,3.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 31:

glPushMatrix();

glTranslated(8.8,0.5,-14.4);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 32:

glPushMatrix();

glTranslated(6.0,0.5,-13.0);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 33:

glPushMatrix();

glTranslated(3.2,0.5,-11.6);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 34:

glPushMatrix();

glTranslated(0.4,0.5,-10.2);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 35:

glPushMatrix();

glTranslated(-2.4,0.5,-8.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 36:

glPushMatrix();

glTranslated(-4.4,0.5,-6.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 37:

glPushMatrix();

glTranslated(-6.4,0.5,-6.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 38:

glPushMatrix();

glTranslated(-8.4,0.5,-6.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 39:

glPushMatrix();

glTranslated(-10.4,0.5,-6.8);

glScaled(0.8,3,0.4);

glRotated(-140,0,1,0);

drawHuman1();

glPopMatrix();

break;

case 40:

glPushMatrix();

glTranslated(-10.4,0.5,-6.8);

glScaled(0.8,3,0.4);

glRotated(-140,0,1,0);

drawHuman1();

glPopMatrix();

break;

case 41:

glPushMatrix();

glTranslated(-12.4,0.5,-4.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 42:

glPushMatrix();

glTranslated(-14.4,0.5,-2.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 43:

glPushMatrix();

glTranslated(-16.4,0.5,-0.8);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 44:

glPushMatrix();

glTranslated(-18.4,0.5,1.2);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

case 45:

glPushMatrix();

glTranslated(-20.4,0.5,3.2);

glScaled(0.8,3,0.4);

drawHuman();

glPopMatrix();

break;

}

glFlush();

glutSwapBuffers();

}

void counterinc()

{

if(counter<=50)

counter++;

else

counter=1;

Sleep(800);

glutPostRedisplay();

}

void mouse(int btn,int state,int x,int y)

{

if(btn==GLUT\_LEFT\_BUTTON && state==GLUT\_DOWN)

winHt+=0.5;

if(btn==GLUT\_RIGHT\_BUTTON && state==GLUT\_DOWN)

winHt-=0.5;

glutPostRedisplay();

}

int main(int argc, char\*\* argv)

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB | GLUT\_DEPTH);

glutInitWindowSize(1400,700);

glutInitWindowPosition(0,0);

glutCreateWindow("3D Vending Machine");

glutDisplayFunc(display);

glutIdleFunc(counterinc);

glutMouseFunc(mouse);

glEnable(GL\_DEPTH\_TEST);

initGL();

glutMainLoop();

return 0;

}