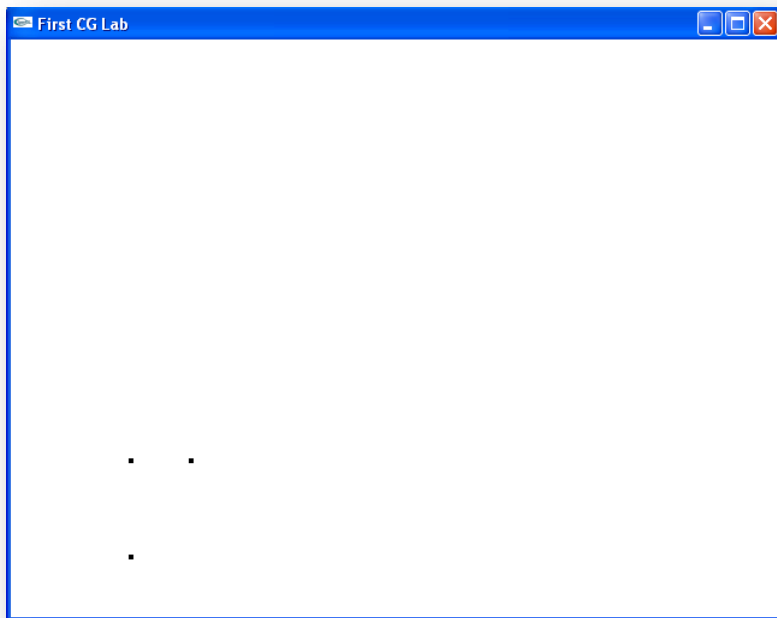


CSC 305 Computer Graphics

Lab Exercise

This example is to demonstrate how to draw a point in OpenGL window.

Sample Output



Source Code

```
#include "stdafx.h"
#include <windows.h> // use as needed for your system
#include <gl/gl.h>
#include <gl/glu.h>
#include <gl/glut.h>

void setWindow(GLdouble left, GLdouble right, GLdouble bottom, GLdouble top)
{
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(left, right, bottom, top);
}

void myInit(void)
{
    glClearColor(1.0, 1.0, 1.0, 0.0); // set white background color
    glColor3f(0.0f, 0.0f, 0.0f); // set the drawing color
    glPointSize(4.0); // a 'dot' is 4 by 4 pixels
    setWindow(0.0, 640.0, 0.0, 480.0);
}

void myDisplay(void)
{
    glClear(GL_COLOR_BUFFER_BIT); // clear the screen
    glBegin(GL_POINTS);
        glVertex2i(100, 50); // draw three points
        glVertex2i(100, 130);
        glVertex2i(150, 130);
    glEnd();
    glFlush();
}

void main(int argc, char** argv)
{
    glutInit(&argc, argv); // initialize the toolkit
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB); // set display mode

    glutInitWindowSize(640, 480); // set window size
    glutInitWindowPosition(100, 150); // set window position on
screen
    glutCreateWindow("First CG Lab"); // open the screen window

    glutDisplayFunc(myDisplay); // register redraw function
    myInit();
    glutMainLoop(); // go into a perpetual loop
}
```

