计算机图形学第一次作业

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代码:

#include "stdafx.h"

#include <gl\glut.h>

void init(void)

{

 glClearColor(1.0, 1.0, 1.0, 0.0);

 glMatrixMode(GL\_PROJECTION);

 gluOrtho2D(0.0, 200.0, 0.0, 200.0);

}

void lineSegment(void)

{

 glClear(GL\_COLOR\_BUFFER\_BIT);

 glColor3f(1.0, 0.0, 0.0);

 glBegin(GL\_LINES);

 glVertex2i(180,15);

 glVertex2i(10,145);

 glEnd();

 glFlush();

}

int \_tmain(int argc, \_TCHAR\* argv[])

{

 glutInit(&argc, (char \*\*)argv);

 glutInitDisplayMode(GLUT\_RGB | GLUT\_SINGLE);

 glutInitWindowPosition(50, 100);

 glutInitWindowSize(500, 400);

 glutCreateWindow("直线");

 init();

 glutDisplayFunc(lineSegment);

 glutMainLoop();

 return 0;

}