4,9

6,6

2,6

6,2

2,2

2.2,4.5

5.8,4.5

4.7,4.5

3.3,4.5

3.5,4.5

4.5,4.5

5.8,3

4.7,3

3.3,3

2.2,3

4.5,2

3.5,2

#include <GL/gl.h>

#include <GL/glut.h>

#include <stdlib.h>

#include <stdio.h>

static void display(void)

{

 glClear(GL\_COLOR\_BUFFER\_BIT);

 glColor3d(1,0,0);

//house structure

 glBegin(GL\_QUADS);

 glColor3f(1.0,0, 0);

 glVertex2f(2,2);

 glVertex2f(6,2);

 glVertex2f(6,6);

 glVertex2f(2,6);

 glEnd();

 glBegin(GL\_TRIANGLES);

 glColor3f(1.0,1, 1);

 glVertex2f(2,6);

 glVertex2f(6,6);

 glVertex2f(4,8);

 glEnd();

//door

 glBegin(GL\_QUADS);

 glColor3f(1.0,.5, 1);

 glVertex2f(3.5,2);

 glVertex2f(4.5,2);

 glVertex2f(4.5,4.5);

 glVertex2f(3.5,4.5);

 glEnd();

//left window

 glBegin(GL\_QUADS);

 glColor3f(1,.2, 1);

 glVertex2f(2.2,3);

 glVertex2f(3.3,3);

 glVertex2f(3.3,4.5);

 glVertex2f(2.2,4.5);

 glEnd();

//right window

 glBegin(GL\_QUADS);

 glColor3f(1,.2, 1);

 glVertex2f(4.7,3);

 glVertex2f(5.8,3);

 glVertex2f(5.8,4.5);

 glVertex2f(4.7,4.5);

 glEnd();

//bottom border

 glBegin(GL\_QUADS);

 glColor3f(0,1, 0);

 glVertex2f(2,1.75);

 glVertex2f(6,1.75);

 glVertex2f(6,2);

 glVertex2f(2,2);

 glEnd();

 glFlush();

}

void init(void)

{

 glClearColor (0.0, 0.0, 0.0, 0.0); // Background Color

 glOrtho(0,10,0,10,0,20); // To specify the coordinate & Specify the distances to the nearer and farther depth clipping planes.

//GLdouble left, GLdouble right, GLdouble bottom, GLdouble top, GLdouble near\_val, GLdouble far\_val

}

int main()

{

 glutInitDisplayMode (GLUT\_SINGLE | GLUT\_RGB); //Single Frame

 glutInitWindowSize (500, 500);

 glutInitWindowPosition (250, 250);

 glutCreateWindow ("House");

 init(); // Set up constants with default values

 glutDisplayFunc(display);

 glutMainLoop(); // It enters the GLUT event processing loop.should be called at most once in a GLUT program. Once called, this routine will never return. It will call as necessary any callbacks that have been registered.

 return 0;

}