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/* Create a simple walk through program using event handling mechanism */

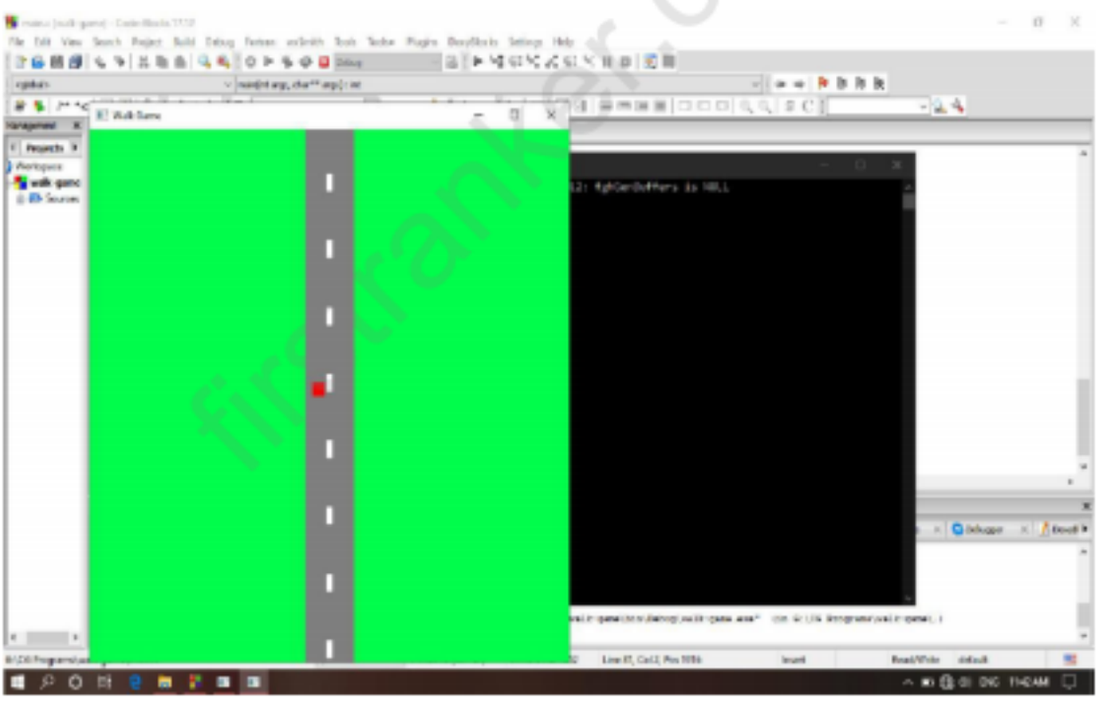
```
#include<GL/glut.h>
int a=2,b=0,ww=600,wh=600,movd;
void polygon()
{
	glColor3f(1.0,0.0,0.0);//red polygon
	glBegin(GL_POLYGON);
	glVertex2f(a-45,b);
	glVertex2f(a-15,b);
	glVertex2f(a-15,b+30);
	glVertex2f(a-45,b+30);
	glEnd();
}
void drawRoad()
{
	glBegin(GL_QUADS);
	glColor3f(0.5,0.5,0.5);
	glVertex2f(-60, -600);
	glVertex2f(60, -600);
	glVertex2f(60, 600);
	glVertex2f(-60, 600);
	glEnd();
}
void drawDivider()//white patch drawn in middle of road
{
	glLoadIdentity();
	glTranslatef(0, movd, 0);
	for(int i = -600; i <= 600; i++)
	{
	glColor3f(1, 1, 1);
	glBegin(GL_QUADS);
		glVertex2f(-8, 10 * 15 * i + 20);
		glVertex2f(-8, 10 * 15 * i - 20);
		glVertex2f(8, 10 * 15 * i - 20);
		glVertex2f(8, 10 * 15 * i + 20);
	glEnd();
	}
	glLoadIdentity();
}
void display()
{
	glClearColor(0.0,1.0,0.3,1.0);
	glClear(GL_COLOR_BUFFER_BIT);
	drawRoad();	//for road
	drawDivider();	//for divider
	polygon();	//for object
	glutSwapBuffers();
}
void keyboard(unsigned char button, int x, int y)
{
	if(button==GLUT_KEY_LEFT)
		a=2;
	if(button==GLUT_KEY_RIGHT)
		a=60;
	if(button==GLUT_KEY_DOWN)
		movd=movd+20;
	if(button==GLUT_KEY_UP)
		movd=movd-20;
```

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```
        glutPostRedisplay();
}
void reshape (int w, int h)
{
    glViewport(0, 0, (GLsizei) w, (GLsizei) h);
    glMatrixMode (GL_PROJECTION);
    glLoadIdentity ();
    gluOrtho2D(-ww,ww,-wh,wh);
    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();
}
int main(int argc, char **argv)
{
       glutInit(&argc, argv);
       glutInitDisplayMode(GLUT_DEPTH|GLUT_RGB|GLUT_DOUBLE);
       glutInitWindowSize(ww,wh);
       glutInitWindowPosition(100,100);
       glutCreateWindow("Walk Game");
       glutSpecialFunc(keyboard);
       glutDisplayFunc(display);
       glutReshapeFunc(reshape);
       glutMainLoop();
}
```

Output Screen



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