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```
/* program to draw erasable rectangle */
#include<windows.h>
#include<GL/glut.h>
float xm,ym,xmm,ymm;

void display()
{
	glClearColor(1.0,1.0,1.0,1.0);
	glClear(GL_COLOR_BUFFER_BIT);
	glEnable(GL_COLOR_LOGIC_OP);
}
void myMouse(int btn, int state, int x, int y)
{
	if(btn==GLUT_LEFT_BUTTON && state==GLUT_DOWN)
	{
		xm=x;
		ym=(500-y);
		glColor3f(0.0,0.0,1.0);
		glLogicOp(GL_XOR);
	}
	if(btn==GLUT_LEFT_BUTTON && state==GLUT_UP)
	{
		xmm=x;
		ymm=(500-y);
		glLogicOp(GL_XOR);
		glRectf(xm,ym,xmm,ymm);
		glFlush();
	}
}
void reshape(GLsizei w, GLsizei h)
{
	glMatrixMode(GL_PROJECTION);
	glLoadIdentity();
	gluOrtho2D(0,500,0,500);
	glMatrixMode(GL_MODELVIEW);
}
int main(int argc, char **argv)
{
	glutInit(&argc, argv);
	glutInitDisplayMode(GLUT_SINGLE|GLUT_DEPTH|GLUT_RGB);
	glutInitWindowSize(500,500);
	glutInitWindowPosition(100,100);
	glutCreateWindow("erasable lines");
	glutDisplayFunc(display);
	glutReshapeFunc(reshape);
	glutMouseFunc(myMouse);
	glutMainLoop();
}
```

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/* Program to draw erasable lines*/

```
#include<windows.h>
#include<GL/glut.h>
float xm,ym,xmm,ymm;
void display()
{
	glClearColor(1.0,1.0,1.0,1.0);
	glClear(GL_COLOR_BUFFER_BIT);
	glEnable(GL_COLOR_LOGIC_OP);
}
void myMouse(int btn, int state, int x, int y)
{
	if(btn==GLUT_LEFT_BUTTON && state==GLUT_DOWN)
	{
		xm=x;
		ym=(500-y);
		glColor3f(0.0,0.0,1.0);
		glLogicOp(GL_XOR);
	}
	if(btn==GLUT_LEFT_BUTTON && state==GLUT_UP)
	{
		glColor3f(0.0,1.0,0.0);
		xmm=x;
		ymm=(500-y);
		glLogicOp(GL_XOR);
		glBegin(GL_LINES);
		glVertex2f(xm,ym);
		glVertex2f(xmm,ymm);
		glEnd();
		glFlush();
	}
}
void reshape(GLsizei w, GLsizei h)
{
	glMatrixMode(GL_PROJECTION);
	glLoadIdentity();
	gluOrtho2D(0,500,0,500);
	glMatrixMode(GL_MODELVIEW);
}
int main(int argc, char **argv)
{
	glutInit(&argc, argv);
	glutInitDisplayMode(GLUT_SINGLE|GLUT_DEPTH|GLUT_RGB);
	glutInitWindowSize(500,500);
	glutInitWindowPosition(100,100);
	glutCreateWindow("erasable lines");
	glutDisplayFunc(display);
	glutReshapeFunc(reshape);
	glutMouseFunc(myMouse);
	glutMainLoop();
}
```

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/* Program on Mouse motion event */

```
#include<windows.h>
#include<GL/glut.h>
float xm,ym,xmm,ymm;
int first=0;
void display()
{
	glClearColor(1.0,1.0,1.0,1.0);
	glClear(GL_COLOR_BUFFER_BIT);
		glEnable(GL_COLOR_LOGIC_OP);
}
void myMouse(int btn, int state, int x, int y)
{
	if(btn==GLUT_LEFT_BUTTON && state==GLUT_DOWN)
	{
		xm=x;
		ym=(500-y);
		glColor3f(0.0,1.0,1.0);
		glLogicOp(GL_XOR);
		first=1;
	}
}
void Move(int x, int y)
{
	if(first==1)
	{
		xmm=x;
		ymm=500-y;
		glBegin(GL_LINES);
		glVertex2f(xm,ym);
		glVertex2f(xmm,ymm);
		glEnd();
		glFlush();
	}
 }
void reshape(GLsizei w, GLsizei h)
{
	glMatrixMode(GL_PROJECTION);
	glLoadIdentity();
	gluOrtho2D(0,500,0,500);
	glMatrixMode(GL_MODELVIEW);
}
int main(int argc, char **argv)
{
	glutInit(&argc, argv);
	glutInitDisplayMode(GLUT_SINGLE|GLUT_DEPTH|GLUT_RGB);
	glutInitWindowSize(500,500);
	glutInitWindowPosition(100,100);
	glutCreateWindow("erasable lines");
	glutDisplayFunc(display);
	glutReshapeFunc(reshape);
	glutMouseFunc(myMouse);
	glutMotionFunc(Move);
	glutMainLoop();
}
```

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