

```
void Cylinder_draw()
{
    GLint xc=100, yc=100, r=50, i,n=50;
    for(i=0;i<n;i+=3)
        Circle_draw(xc,yc+i,r);
}

void parallelepiped(int x1,int x2,int y1,int y2)
{
    glColor3f(0.0, 0.0, 1.0);
    glBegin(GL_LINE_LOOP);
        glVertex2i(x1,y1);
        glVertex2i(x2,y1);
        glVertex2i(x2,y2);
        glVertex2i(x1,y2);
    glEnd();
}
```

# 10csl67 Lab Manual

**DJ Losen**



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