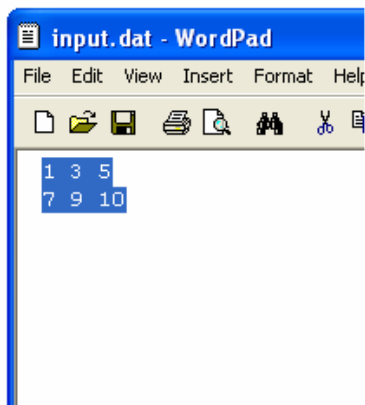


How to get input from file:

Step 1: Store the required data in a “.txt” or “.dat” file

Example: “input.dat”



Do not give unnecessary tab, space or new line (Enter key) in the document.

Step 2: Save the document in the same folder as your code’s .cpp or .c file is located.

Step 3: Create a file pointer using “FILE” command, assign the address of the file to the file pointer using “fopen” and use “fscanf” to read from file.

Example:

```
int main(int argc, char **argv)
{
    FILE *fpin;
    int a, b;

    fpin = fopen("input.dat", "r");
    fscanf(fpin, "%d %d", &a, &b);

    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(500, 500);
    glutInitWindowPosition(600, 600);
    glutCreateWindow("VIEWER");
    myinit();
    glutDisplayFunc(display);
    glutMainLoop();
}
```

Output

Show output from: Debug

'OpenGL rotation and file input demo.exe' Loaded 'C:\WINDOWS\...

Output: a=1 and b=3

For further details Google for “FILE”, “fopen” and “fscanf”.