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cylinder in OpenGL,
you must 1) define a
new quadric object, 2)
set the drawing style
(GLU_LINE:

wireframe, GLU_FILL:
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object:

```
GLUquadricObj * qobj  
= gluNewQuadric (); //
```

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```
make a quadric object  
gluQuadricDrawStyle  
(qobj, GLU_LINE); //  
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draw the cylinder
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