

2D Object Creation with OpenGL

Code:

```
#include <GL/glut.h>
```

```
void display() {
```

```
    glClear(GL_COLOR_BUFFER_BIT);
```

```
    // Draw a red triangle
```

```
    glBegin(GL_TRIANGLES);
```

```
    glColor3f(1.0, 0.0, 0.0);
```

```
    glVertex2f(-0.5, -0.5);
```

```
    glVertex2f(0.5, -0.5);
```

```
    glVertex2f(0.0, 0.5);
```

```
    glEnd();
```

```
    glFlush();
```

```
}
```

```
int main(int argc, char** argv) {  
    glutInit(&argc, argv);  
    glutCreateWindow("OpenGL Setup Test");  
    glutDisplayFunc(display);  
    glutMainLoop();  
    return 0;  
}
```

Output:

