**SAMPLE PROGRAMS**

**Program to create a window**

#include<windows.h>

#include<GL/glut.h>

#include<stdio.h>

#include<GL/gl.h>

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glFlush();

}

void init(void)

{

glClearColor(0.0,1.0,0.0,0.0);

}

void reshape(int w,int h)

{

glViewport(0,0,w,h);

}

int main(int argc, char \*\*argv)

{

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_SINGLE|GLUT\_RGBA|GLUT\_DEPTH);

glutInitWindowSize(500,500);

glutInitWindowPosition(10,100);

glutCreateWindow("First Window");

init();

glutDisplayFunc(display);

glutReshapeFunc(reshape);

glutMainLoop();

return 0;

}

**PROGRAM TO DRAW LINES**

#include<windows.h>

#include<GL/glut.h>

#include<stdio.h>

#include<GL/gl.h>

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glFlush();

}

void init(void)

{

glClearColor(0.0,1.0,0.0,0.0);

}

void reshape(int w,int h)

{

glViewport(0,0,w,h);

}

int main(int argc, char \*\*argv)

{

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_SINGLE|GLUT\_RGBA|GLUT\_DEPTH);

glutInitWindowSize(500,500);

glutInitWindowPosition(10,100);

glutCreateWindow("First Window");

init();

glutDisplayFunc(display);

glutReshapeFunc(reshape);

glutMainLoop();

return 0;

}