Code:

#include<windows.h>

#include <GL/glut.h>

void init(void)

{

glClearColor(0.0, 0.0, 0.0, 0.0);

glMatrixMode(GL\_PROJECTION);

gluOrtho2D(0.0, 600.0, 0.0, 600.0);

}

void cube(void)

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glPointSize(4.0);

glBegin(GL\_LINES);

glVertex2f(102.95f, 246.37f);

glVertex2f(101.71f, 87.24f);

glVertex2f(101.71f, 87.24f);

glVertex2f(374.34f, 86.0f);

glVertex2f(374.34f, 86.0f);

glVertex2f(432.32f, 140.28f);

glVertex2f(374.34f, 86.0f);

glVertex2f(375.57f, 246.37f);

glVertex2f(375.57f, 246.37f);

glVertex2f(431.09f, 303.12f);

glVertex2f(102.95f, 246.37f);

glVertex2f(158.46f, 304.35f);

glVertex2f(102.95f, 246.37f);

glVertex2f(375.57f, 246.37f);

glVertex2f(158.46f, 304.35f);

glVertex2f(431.09f, 303.12f);

glVertex2f(431.09f, 303.12f);

glVertex2f(432.32f, 140.28f);

glEnd();

glFlush();

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE|GLUT\_RGB);

glutInitWindowPosition(150, 150);

glutInitWindowSize(500, 500);

glutCreateWindow("Cube");

init();

glutDisplayFunc(cube);

glutMainLoop();

return 0;

}

Screenshot of the output:

