#include <iostream>

#include <stdlib.h>

#include <Windows.h>

#include <GL\glew.h>

#include <GL\freeglut.h>

void myinit() //set attributes

{

glClearColor(0.0f, 0.0f, 0.0f, 1.0f);

glColor3f(0.0f, 1.0f, 0.0f);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0, 200, 0, 200);

glMatrixMode(GL\_MODELVIEW);

}

void display() {

glClear(GL\_COLOR\_BUFFER\_BIT);

glFlush();

}

void myspecialidle() {

glColor3ub(rand()%255 , rand() % 255, rand() % 255);

glPointSize(10.0f);

glBegin(GL\_POINTS);

glVertex2f(rand()%200, rand()%200);

glEnd();

glFlush();

glutPostRedisplay();

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(500, 500);

glutInitWindowPosition(0, 0);

glutCreateWindow("testing");

glutDisplayFunc(display);

glutIdleFunc(myspecialidle);

myinit(); // Set attributes

glutMainLoop(); // enter event Loop

return 0;

}