```
import Graphics.UI.GLUT

myPoints :: [(GLfloat,GLfloat,GLfloat)]
myPoints = [ (sin (2*pi*k/12), cos (2*pi*k/12), 0) | k <- [1..12] ]

main :: IO ()
main = do
  (_progName, _args) <- getArgsAndInitialize
  _window <- createWindow "Hello World"
  displayCallback $= display
  mainLoop

display :: DisplayCallback
display = do
  let color3f r g b = color $ Color3 r g (b :: GLfloat)
      vertex3f x y z = vertex $ Vertex3 x y (z :: GLfloat)
  clear [ColorBuffer]
  renderPrimitive Quads $ do
    color3f 1 0 0
    vertex3f 0.1 0.1 1
    vertex3f 0 0.2 1
    vertex3f 0.1 0.3 1

    color3f 0 0 0
    vertex3f 0.1 0.1 1
    vertex3f 0.3 0.1 1
    vertex3f 0.1 0.3 1
    vertex3f 0.3 0.3 1
```

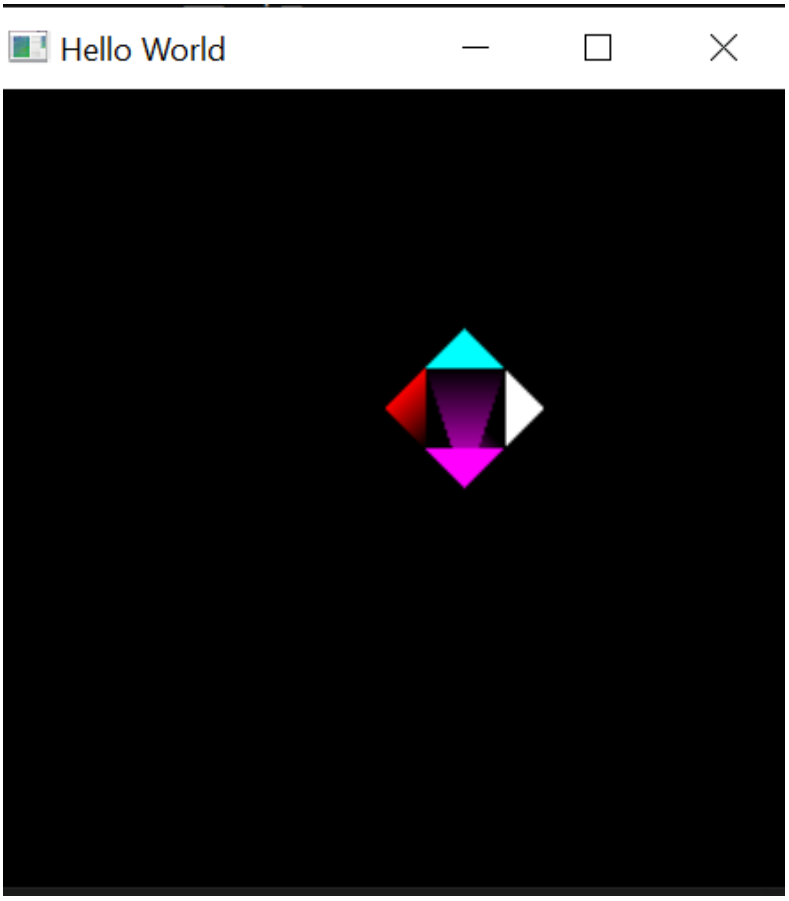
```
  color3f 1 0 1
  vertex3f 0.2 0 1
  vertex3f 0.1 0.1 1
  vertex3f 0.3 0.1 1

  color3f 1 0 1
  vertex3f 0.2 0 1
  vertex3f 0.1 0.1 1
  vertex3f 0.3 0.1 1

  color3f 1 1 1
  vertex3f 0.3 0.1 1
  vertex3f 0.4 0.2 1
  vertex3f 0.3 0.3 1

  color3f 0 1 1
  vertex3f 0.1 0.3 1
  vertex3f 0.3 0.3 1
  vertex3f 0.2 0.4 1

  color3f 0 1 1
  vertex3f 0.1 0.3 1
  vertex3f 0.3 0.3 1
  vertex3f 0.2 0.4 1
flush
```


Hello World