

Algorithm: Drawing Fundamental Shapes Using OpenGL

Step 1: Initialize the OpenGL utility toolkit.

Step 2: Create a display window with required size and position.

Step 3: Set the display mode and background color.

Step 4: Clear the color buffer.

Step 5: Set the point size and draw a point using GL_POINTS.

Step 6: Set the line width and draw a line using GL_LINES.

Step 7: Draw a triangle using GL_TRIANGLES.

Step 8: Draw a polygon using GL_POLYGON.

Step 9: Flush the OpenGL buffer to display the output.

Step 10: Stop.