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void glBegin(GLenum mode);
    where mode can be GL_POINTS, GL_LINES, GL_LINE_STRIP,
    GL_LINE_LOOP, GL_TRIANGLES, GL_TRIANGLE_STRIP, GL_TRIANGLE_FAN, GL_QUADS, GL_QUAD_STRIP,
    and GL_POLYGON.

void glEnd(void);

void glVertex2i(GLint, GLint); or other versions of glVertex#x()

void glutMainLoop();

void glutInitWindowPosition(int, int);

int glutCreateWindow(char*);

void glutInitWindowSize(int, int);

void glutDisplayFunc(void (*func)(void));

void glutPostRedisplay();

void glutSwapBuffers();

void glClear(GLbitfield mask); where mask can be
    GL_COLOR_BUFFER_BIT, GL_DEPTH_BUFFER_BIT, GL_ACCUM_BUFFER_BIT, and GL_STENCIL_BUFFER_BIT.

void glClearColor(GLclampf, GLclampf, GLclampf, GLclampf);

void glColor3f(GLfloat, GLfloat, GLfloat); or other variations

void gluOrtho2D(Gldouble left, Gldouble right, Gldouble bottom, Gldouble top);

void glViewport(GLint x, GLint y, GLint width, GLint height);

void glFlush();

void glutAddMenuEntry(char *name, int value);

void glutAddSubMenu(char *name, int menu);

void glutAttachMenu(int button);

void glutMouseFunc(void (*func)(int button, int state, int x, int y));
    uses GLUT constants: GLUT_LEFT_BUTTON, GLUT_RIGHT_BUTTON, GLUT_UP, GLUT_DOWN

void glutKeyboardFunc(void (*func)(unsigned char key, int x, int y));

void glutReshapeFunc(void (*func)(int w, int h));

void glutIdleFunc(void (*func)());

void glMatrixMode(GLbitfield mask); where mask can be GL_PROJECTION or GL_MODELVIEW

void glLoadIdentity(void);

void glRecti(GLint, GLint, GLint, GLint); and other variations

void glPointSize(GLfloat size);

void glLineWidth(GLfloat width);

void glRasterPos2X(type x, type y); if X is i, type is GLint; if X is float, type is GLfloat; etc.

void glutBitmapCharactr(void *font, int char); where the bitmap font might be GLUT_BITMAP_9_BY_15,
...
void glRasterPos2i(GLint x, GLint y);

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