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### Activity

```
#include <gl/glut.h>

void userdraw(){
    static int tick = 0;
    glColor3f(0, 0, 0);
    glPointSize(3);

    glBegin(GL_POINTS);
    glVertex2i(50, 0);
    glVertex2i(-50, 0);
    glVertex2i(0, 50);
    glVertex2i(0, -50);
    glEnd();

    glBegin(GL_LINES);
    glVertex2i(-50, -50);
    glVertex2i(50, 50);
    glEnd();
}

void display(void){
    glClear(GL_COLOR_BUFFER_BIT);
    userdraw();
    glutSwapBuffers();
}

int main(int argc, char **argv){
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_DOUBLE|GLUT_RGB);
    glutInitWindowSize(640, 480);
    glutInitWindowPosition(100,100);
    glutCreateWindow("Membuat titik and garis");
    glClearColor(1.0, 1.0, 1.0, 0.0);
    gluOrtho2D(-320, 320, -240, 240);
    glutIdleFunc(display);
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}
```

Output :

