```
#include<windows.h>
#include <GL/glut.h>
#include <stdio.h>
#include <GL/gl.h>
void init(void)
{
 glClearColor(1.0,0.0,0.0,0.0); //GLfloat red,green,blue,alpha initial value 0 alpha values used
//by glclear to clear the color buffers
 glMatrixMode(GL_PROJECTION); // To specify which matrix is the current matrix &
////projection applies subsequent matrix to projecton matrix stack
 glLoadIdentity();
 glOrtho(0.0, 1.0, 0.0, 1.0, -1.0, 1.0);
 //gluOrtho2D(0.0,300.0,0.0,300.0); // Orthographic representation; multiply the current matrix
//by an orthographic matrix 2D= left right,bottom,top equivalent near=-1,far=1
}
void Draw()
{
glClear(GL_COLOR_BUFFER_BIT);
 //Write your code here
 //Write your code here
 glBegin(GL_TRIANGLES);
 glColor3f(1,1,1);
 glVertex2f(0.5,0.3);
 glVertex2f(0.7,0.3);
 glVertex2f(0.5,0.5);
 glVertex2f(0.7,0.5);
 glVertex2f(0.7,0.7);
 glVertex2f(0.5,0.5);
 glVertex2f(0.5,0.7);
```

```
 glVertex2f(0.3,0.7);
 glVertex2f(0.5,0.5);
 glVertex2f(0.3,0.5);
 glVertex2f(0.3,0.3);
 glVertex2f(0.5,0.5);
 glEnd();
glutSwapBuffers();
}
int main(int argc,char **argv){
 glutInit(&argc,argv);
 glutInitDisplayMode ( GLUT_RGB | GLUT_DOUBLE );
 glutInitWindowPosition(0,0);
 glutInitWindowSize(500,500);
 glutCreateWindow("AAKA-LAB");
 init();
 glutDisplayFunc(Draw);
 glutMainLoop();
 return 0;
}
```

Screenshots: