

```

#include<GL/gl.h>
#include<GL/glu.h>
#include<GL/glut.h>

void disp()
{
    glClear(GL_COLOR_BUFFER_BIT);

    glLoadIdentity();

    glBegin(GL_LINE_STRIP);
        glVertex2f(2.0,1.0);
        glVertex2f(8.0,1.0);

        glVertex2f(2.0,1.0);
        glVertex2f(8.0,5.0);

        glVertex2f(8.0,1.0);
        glVertex2f(2.0,5.0);

        glVertex2f(2.0,5.0);
        glVertex2f(2.0,1.0);

        glVertex2f(2.0,5.0);
        glVertex2f(4.0,5.0);

        glVertex2f(4.0,5.0);
        glVertex2f(5.0,8.0);

        glVertex2f(5.0,8.0);
        glVertex2f(6.0,5.0);

        glVertex2f(6.0,5.0);
        glVertex2f(8.0,5.0);
    glEnd();
    glFlush();
}

void wininit()
{
    glClearColor(0.0,0.0,0.0,1.0);

```

```

glLoadIdentity();

gluOrtho2D(-10,10,-10,10);
glMatrixMode(GL_PROJECTION|GL_MODELVIEW);
}

int main(int argc,char**argv)
{

    glutInit(&argc,argv);
    glutInitDisplayMode(GLUT_RGB);

    glutInitWindowPosition(200,100);
    glutInitWindowSize(500,500);

    glutCreateWindow("window1");

    glutDisplayFunc(dis);

    wininit();

    glutMainLoop();
}

```

