

Example program **Lec1-Ex2.cpp**

```
1 // Lec1-Ex2.cpp
2 #include "Graph.h"
3 #include "Simple_window.h"
4 int main() {
5     using namespace Graph_lib;
6     cout << "The New \"Hello, Graphical World!\" message\n";
7     Point tl{ 100, 100 };
8     Simple_window win{ tl, 600, 400, "Canvas" };
9
10    Polygon poly;
11    poly.add(Point{ 300, 200 });
12    poly.add(Point{ 350, 100 });
13    poly.add(Point{ 400, 200 });
14    poly.set_color(Color::red);
15
16    win.attach(poly);
17    win.wait_for_button();
18 }
```

