#include <GLUT/glut.h> //for MAc

#include<GL/freeglut.h> // for windows

// Display callback function

**void** display() {

glClearColor(0.0, 1.0, 0.0, 1.0); // Set the background color to green

glClear(GL\_COLOR\_BUFFER\_BIT); // Clear the color buffer

glFlush(); // Render now

}

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

glutInit(&argc, argv); // Initialize GLUT

glutCreateWindow("OpenGL Setup Test"); // Create a window with the given title

glutInitWindowSize(500, 500); // Set the window's initial width & height

glutInitWindowPosition(100, 100); // Position the window's initial top-left corner

glutDisplayFunc(display); // Register display callback handler for window re-paint

glutMainLoop(); // Enter the event-processing loop

**return** 0;

}