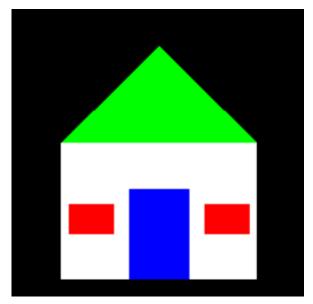# Draw a House


```cpp
#include <windows.h>
#include <GL/glut.h>

void display() {
    glClearColor(0.0f, 0.0f, 0.0f, 1.0f);
    glClear(GL_COLOR_BUFFER_BIT);
    glLineWidth(0.5);

    glBegin(GL_TRIANGLES);
    glColor3ub(0, 255, 0);
    glVertex2f(-0.65f, 0.06f);
    glVertex2f(0.65f, 0.06f);
    glVertex2f(0.0f, 0.70f);
    glEnd();

    glBegin(GL_QUADS);
    glColor3ub(255, 255, 255);
    glVertex2f(-0.65f, 0.06f);
    glVertex2f(0.65f, 0.06f);
    glVertex2f(0.65f, -0.85f);
    glVertex2f(-0.65f, -0.85f);
```

```
    glEnd();

    glBegin(GL_QUADS);
    glColor3ub(0, 0, 255);
    glVertex2f(-0.20f, -0.25f);
    glVertex2f(0.20f, -0.25f);
    glVertex2f(0.20f, -0.85f);
    glVertex2f(-0.20f, -0.85f);
    glEnd();

    glBegin(GL_QUADS);
    glColor3ub(255, 0, 0);
    glVertex2f(-0.60f, -0.55f);
    glVertex2f(-0.30f, -0.55f);
    glVertex2f(-0.30f, -0.35f);
    glVertex2f(-0.60f, -0.35f);
    glEnd();

    glBegin(GL_QUADS);
    glColor3ub(255, 0, 0);
    glVertex2f(0.30f, -0.55f);
    glVertex2f(0.60f, -0.55f);
    glVertex2f(0.60f, -0.35f);
    glVertex2f(0.30f, -0.35f);
    glEnd();

    glFlush();
}


int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutCreateWindow("201-15-13706");
    glutInitWindowSize(420, 420);
    glutDisplayFunc(display);
    glutMainLoop();
    return 0;
}
```