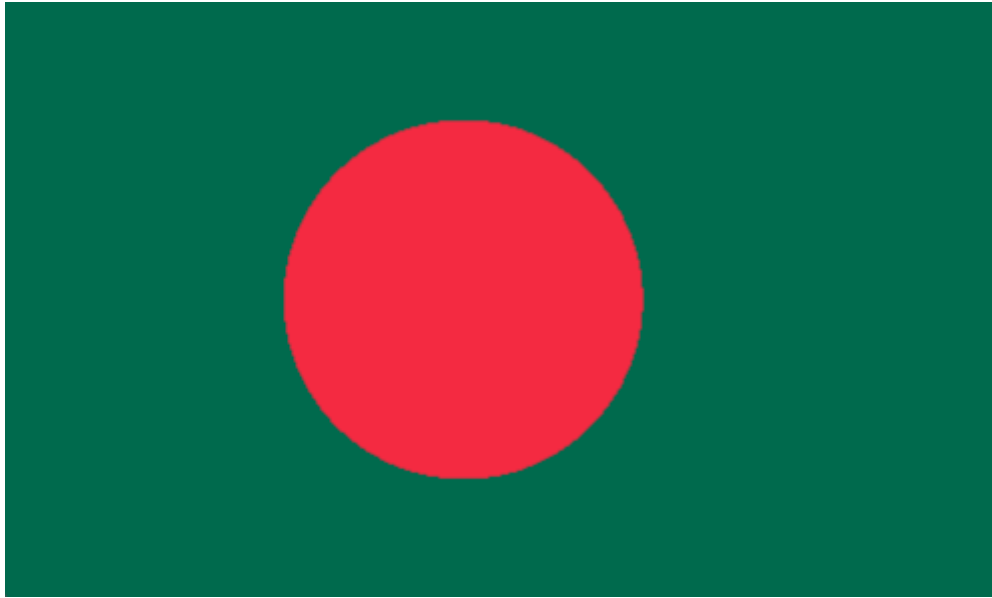# *Flag of BD*


```
#ifdef __APPLE__
#include <GLUT/glut.h>
#else
#include <GL/glut.h>
#endif

void render(void)
{
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
    glLoadIdentity();
    glTranslatef(0, 0, -30);

    // red circle
    glPushMatrix();
    glColor3ub(244, 42, 65);
    glTranslatef(-1, 0, 10);
    glutSolidSphere(5, 50, 50);
    glPopMatrix();

    // green rectangle
    glColor3ub(0, 106, 77);
    glutSolidCube(25);

    glFlush();
    glutSwapBuffers();
}
```

```c
void init(void)
{
    glClearColor(1, 1, 1, 1);
    glClearDepth(1.0);
    glEnable(GL_DEPTH_TEST);
    glShadeModel(GL_SMOOTH);
    glEnable(GL_COLOR_MATERIAL);
}

void reshape(int w, int h)
{
    float aspectRatio = (float)w / (float)h;
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluPerspective(45, aspectRatio, 1.0, 100.0);
    glMatrixMode(GL_MODELVIEW);
}

int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGB | GLUT_DEPTH);
    glutInitWindowSize(500, 300);
    glutCreateWindow("201-15-13706");
    init();
    glutReshapeFunc(reshape);
    glutDisplayFunc(render);
    glutMainLoop();
    return 0;
}
```