

Draw 4 stars



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

void display(void)
{
    glClear(GL_COLOR_BUFFER_BIT);
    gluOrtho2D(-100, 100, -100, 100);
    glBegin(GL_POLYGON);
    glColor3ub(0, 255, 0);
    glVertex2d(10, 40);
    glVertex2d(50, 50);
    glVertex2d(10, 60);
    glVertex2d(0, 100);
    glVertex2d(-10, 60);
    glVertex2d(-50, 50);
    glVertex2d(-10, 40);
    glVertex2d(0, 0);
    glEnd();

    glBegin(GL_POLYGON);
    glColor3ub(255, 0, 0);
```

```

    glVertex2d(-40, 10);
    glVertex2d(-50, 50);
    glVertex2d(-60, 10);
    glVertex2d(-100, 0);
    glVertex2d(-60, -10);
    glVertex2d(-50, -50);
    glVertex2d(-40, -10);
    glVertex2d(0, 0);
    glEnd();

    glBegin(GL_POLYGON);
    glColor3ub(0, 0, 255);
    glVertex2d(10, -40);
    glVertex2d(50, -50);
    glVertex2d(10, -60);
    glVertex2d(0, -100);
    glVertex2d(-10, -60);
    glVertex2d(-50, -50);
    glVertex2d(-10, -40);
    glVertex2d(0, 0);
    glEnd();

    glBegin(GL_POLYGON);
    glColor3ub(255, 255, 255);
    glVertex2d(40, 10);
    glVertex2d(50, 50);
    glVertex2d(60, 10);
    glVertex2d(100, 0);
    glVertex2d(60, -10);
    glVertex2d(50, -50);
    glVertex2d(40, -10);
    glVertex2d(0, 0);
    glEnd();

    glFlush();
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutCreateWindow("201-15-13706");
    glutInitWindowSize(320, 320);
    glutInitWindowPosition(50, 50);
    glutDisplayFunc(display);
    glutMainLoop();

    return 0;
}

```