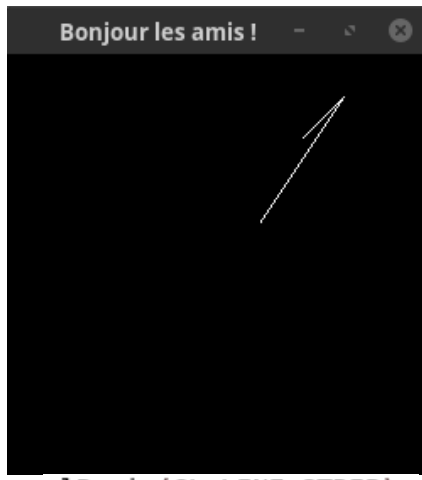
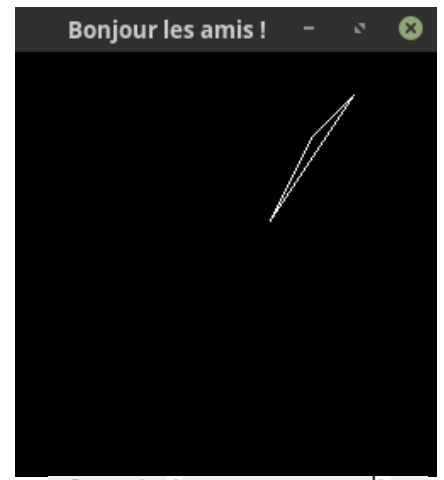


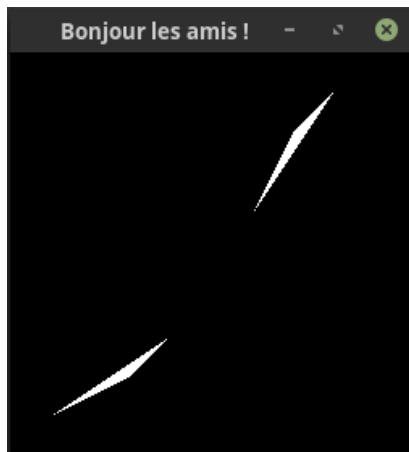
```
glBegin(GL_LINES);
glVertex3f(1,1,0);
glVertex3f(3,4,0);
glEnd();
```



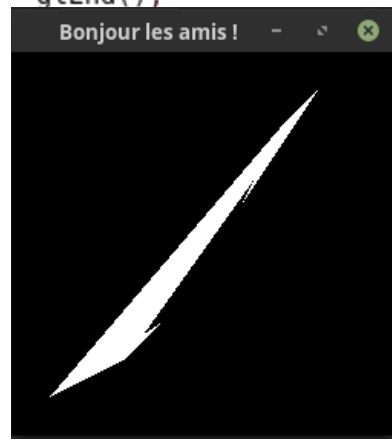
```
glBegin(GL_LINE_STRIP);
glVertex3f(1,1,0);
glVertex3f(3,4,0);
glVertex3f(2,3,0);
glEnd();
```



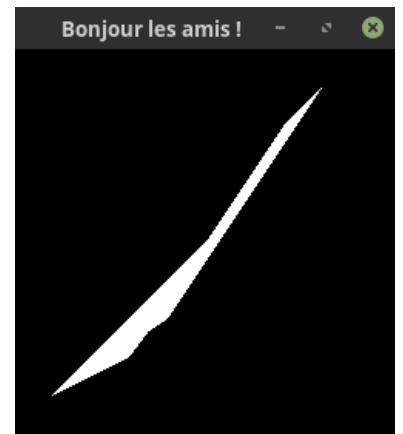
```
glBegin(GL_LINE_LOOP);
glVertex3f(1,1,0);
glVertex3f(3,4,0);
glVertex3f(2,3,0);
glEnd();
```



```
glBegin(GL_TRIANGLES);
glVertex3f(1,1,0);
glVertex3f(3,4,0);
glVertex3f(2,3,0);
glVertex3f(-2,-3,0);
glVertex3f(-4,-4,0);
glVertex3f(-1,-2,0);
glEnd();
```



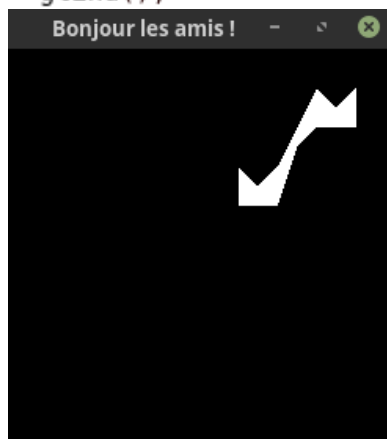
```
glBegin(GL_TRIANGLE_STRIP);
glVertex3f(1,1,0);
glVertex3f(3,4,0);
glVertex3f(2,3,0);
glVertex3f(-2,-3,0);
glVertex3f(-4,-4,0);
glVertex3f(-1,-2,0);
glEnd();
```



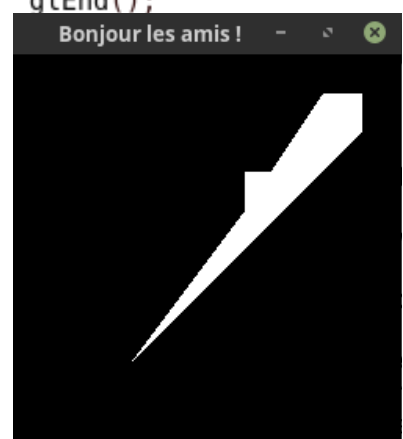
```
glBegin(GL_TRIANGLE_FAN);
glVertex3f(1,1,0);
glVertex3f(3,4,0);
glVertex3f(2,3,0);
glVertex3f(-2,-3,0);
glVertex3f(-4,-4,0);
glVertex3f(-1,-2,0);
glEnd();
```



```
glBegin(GL_QUADS);
glVertex3f(1,1,0);
glVertex3f(1,2,0);
glVertex3f(2,2,0);
glVertex3f(2,1,0);
glVertex3f(3,3,0);
glVertex3f(3,4,0);
glVertex3f(4,4,0);
glVertex3f(4,3,0);
glEnd();
```



```
glBegin(GL_QUAD_STRIP);
glVertex3f(1,1,0);
glVertex3f(1,2,0);
glVertex3f(2,2,0);
glVertex3f(2,1,0);
glVertex3f(3,3,0);
glVertex3f(3,4,0);
glVertex3f(4,4,0);
glVertex3f(4,3,0);
glEnd();
```



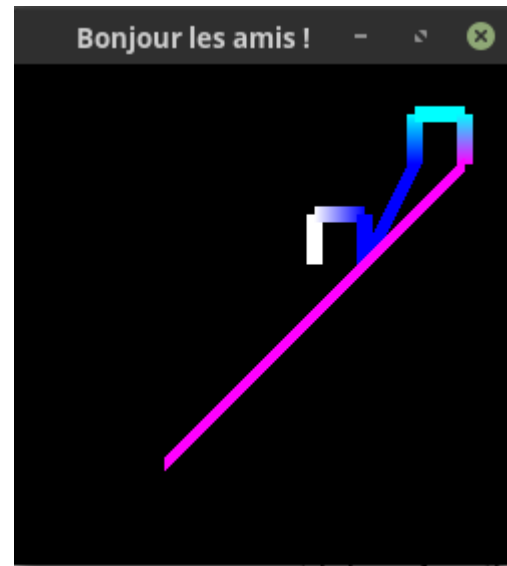
```
glBegin(GL_POLYGON);
glVertex3f(1,1,0);
glVertex3f(1,2,0);
glVertex3f(2,2,0);
glVertex3f(2,1,0);
glVertex3f(3,3,0);
glVertex3f(3,4,0);
glVertex3f(4,4,0);
glVertex3f(4,3,0);
glVertex3f(-2,-3,0);
glEnd();
```



```
glBegin(GL_POLYGON);
glVertex3f(1,1,0);
glVertex3f(1,2,0);
glColor3f(0, 0, 1);
glVertex3f(2,2,0);
glVertex3f(2,1,0);
glVertex3f(3,3,0);
glColor3f(0, 1, 1);
glVertex3f(3,4,0);
glVertex3f(4,4,0);
glColor3f(1, 0, 1);
glVertex3f(4,3,0);
glVertex3f(-2,-3,0);
glEnd();
```



```
glPointSize(10);
glBegin(GL_POINTS);
glVertex3f(1,1,0);
glVertex3f(1,2,0);
glColor3f(0, 0, 1);
glVertex3f(2,2,0);
glVertex3f(2,1,0);
glVertex3f(3,3,0);
glColor3f(0, 1, 1);
glVertex3f(3,4,0);
glVertex3f(4,4,0);
glColor3f(1, 0, 1);
glVertex3f(4,3,0);
glVertex3f(-2,-3,0);
glEnd();
```



```
glLineWidth(10);
glBegin(GL_LINE_STRIP);
glVertex3f(1,1,0);
glVertex3f(1,2,0);
glColor3f(0, 0, 1);
glVertex3f(2,2,0);
glVertex3f(2,1,0);
glVertex3f(3,3,0);
glColor3f(0, 1, 1);
glVertex3f(3,4,0);
glVertex3f(4,4,0);
glColor3f(1, 0, 1);
glVertex3f(4,3,0);
glVertex3f(-2,-3,0);
glEnd();
```



```
glLineStipple(1, 0x3F07);
glEnable(GL_LINE_STIPPLE);
glBegin(GL_LINE_STRIP);
glVertex3f(1,1,0);
glVertex3f(1,2,0);
glColor3f(0, 0, 1);
glVertex3f(2,2,0);
glVertex3f(2,1,0);
glVertex3f(3,3,0);
glColor3f(0, 1, 1);
glVertex3f(3,4,0);
glVertex3f(4,4,0);
glColor3f(1, 0, 1);
glVertex3f(4,3,0);
glVertex3f(-2,-3,0);
glEnd();
```



CF code source