

```

1  #include <GL/glu.h>
2  #include <GL/glut.h>
3  void MyInit()
4  {
5      glClearColor(0,0,1,1);
6      glColor3f(1,0,0);
7  }
8  void draw()
9  {
10     glClear(GL_COLOR_BUFFER_BIT);
11     glPointSize(5);
12
13     glBegin(GL_LINES);
14         glVertex2f(-0.6,0.6);
15         glVertex2f(0.6,0.6);
16         glVertex2f(0.6,-0.6);
17         glVertex2f(-0.6,-0.6);
18     glEnd();
19
20     glFlush();
21 }
22 int main(int c, char *v[])
23 {
24     glutInit(&c,v);
25     glutInitWindowPosition(300,300);
26     glutInitWindowSize(400,400);
27     glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
28     glutCreateWindow("My first window");
29     MyInit();
30     glutDisplayFunc(draw);
31     glutMainLoop();
32     return 0;
33 }
34

```

"C:\Users\PAVANI\OneDrive\Desktop\Graphics and animations\startopengl\bin\Debug\startopengl.exe"

