



```

1  #include<GL/glu.h>
2  #include <GL/glut.h>
3
4  void MyInit()
5  {
6      glClearColor(0,0,1,1);
7      glColor3f(1,0,0);
8  }
9  void draw()
10 {
11     glClear(GL_COLOR_BUFFER_BIT);
12     glPointSize(5);
13     glBegin(GL_LINE_LOOP);
14         glVertex2f(-0.6,0.6);
15         glVertex2f(0.6,0.6);
16         glVertex2f(0.4,-0.6);
17         glVertex2f(-0.8,-0.6);
18     glEnd();
19     glFlush();
20 }
21 int main(int c, char *v[])
22 {
23     glutInit(&c,v);
24     glutInitWindowPosition(300,300);
25     glutInitWindowSize(400,400);
26     glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
27     glutCreateWindow("My first window");
28     MyInit();
29     glutDisplayFunc(draw);
30     glutMainLoop();
31     return 0;
32 }
33

```

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

