

in.cpp

```
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
10 void draw()
11 {
12     glClear(GL_COLOR_BUFFER_BIT);
13     glPointSize(5);
14
15     glBegin(GL_LINE_LOOP);
16         glVertex2f(-0.6,0.6);
17         glVertex2f(0.6,0.6);
18         glVertex2f(0.6,-0.6);
19         glVertex2f(-0.6,-0.6);
20     glEnd();
21     glFlush();
22 }
23
24 int main(int c, char *v[])
25 {
26     glutInit(&c,v);
27     glutInitWindowPosition(300,300);
28     glutInitWindowSize(400,400);
29     glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
30     glutCreateWindow("My first window");
31
32     MyInit();
33     glutDisplayFunc(draw);
34     glutMainLoop();
35     return 0;
36 }
```

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

