



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

