

```
main.cpp
1  #include<stdio.h>
2  #include<GL/glut.h>
3  #include<math.h>
4  #define pi 3.142857
5
6
7  void myInit (void)
8  {
9      glClearColor(0.0, 0.0, 0.0, 0.0);
10     glColor3f(0.0, 1.0, 0.0);
11     glPointSize(1.0);
12     glMatrixMode(GL_PROJECTION);
13     glLoadIdentity();
14
15     gluOrtho2D(-780, 780, -420, 420);
16 }
17
18 void display (void)
19 {
20     glClear(GL_COLOR_BUFFER_BIT);
21     glBegin(GL_POINTS);
22     float x, y, i;
23
24     for ( i = 0; i < (2 * pi); i++)
25     {
26         x = 200 * cos(i);
27         y = 200 * sin(i);
28
29         glVertex2i(x, y);
30     }
31     glEnd();
32     glFlush();
33 }
34
35 int main (int argc, char** argv)
```

Circle Drawing

