



```

main.cpp
7  }
8
9  void display() {
10     glClear(GL_COLOR_BUFFER_BIT);
11
12     glBegin(GL_TRIANGLES);
13         glColor3f(0.0, 0.0, 1.0);
14         glVertex2f(-0.3, -0.2);
15         glVertex2f( 0.3, -0.2);
16         glVertex2f( 0.0,  0.3);
17     glEnd();
18
19     glTranslatef(0.2, -0.3, 0.0);
20     glScalef(2.0, 2.0, 2.0);
21     glBegin(GL_TRIANGLES);
22         glColor3f(1.0, 0.0, 0.0);
23         glVertex2f(-0.3, -0.2);
24         glColor3f(0.0, 1.0, 0.0);
25         glVertex2f( 0.3, -0.2);
26         glColor3f(0.0, 0.0, 1.0);
27         glVertex2f( 0.0,  0.3);
28     glEnd();
29
30     glFlush();
31 }
32
33
34 int main(int argc, char** argv) {
35     glutInit(&argc, argv);
36     glutInitWindowSize(640, 480);
37     glutInitWindowPosition(50, 50);
38     glutCreateWindow("Model Transform");
39     glutDisplayFunc(display);
40
41     initGL();
42     glutMainLoop();
43     return 0;
44 }
45
  
```

