



main.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  void draw()
10 {
11     glClear(GL_COLOR_BUFFER_BIT);
12     glPointSize(5);
13
14     glBegin(GL_LINE_LOOP);
15         glVertex2f(0.0,0.6);
16         glVertex2f(0.8,-0.6);
17         glVertex2f(-.8,-0.6);
18     glEnd();
19
20     glFlush();
21 }
22 int main(int c, char *v[])
23 {
24     glutInit(&c,v);
25     glutInitWindowPosition(300,300);
26     glutInitWindowSize(400,400);
27     glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
28     glutCreateWindow("My first window");
29     MyInit();
30
31     glutDisplayFunc(draw);
32     glutMainLoop();
33
34     return 0;
35 }
36
```

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

