```c
void myinit()
{

    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(-2.0, 2.0, -2.0, 2.0);
    glMatrixMode(GL_MODELVIEW);
    glClearColor (1.0, 1.0, 1.0, 1.0);
        glColor3f(0.0,0.0,0.0);
}

void main(int argc, char **argv)
{
  printf(" No. of Subdivisions : ");
  scanf("%d",&n);
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB );
    glutInitWindowSize(500, 500);
    glutCreateWindow("Sierpinski Gasket 2D triangle");
    glutDisplayFunc(display);
        myinit();
    glutMainLoop();
}
```