#include<stdlib.h>

#include<stdio.h>

#include <GL/glut.h>

#include <GL/gl.h>

//Program to create an empty Widdow

void init() {

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB); //Line C

glutInitWindowSize(640, 480);

glutInitWindowPosition(0, 0);

glutCreateWindow("Simple Window");

}

void draw\_point() {

glPointSize(10); // set point size to 10 pixels

glBegin(GL\_POINTS);

glVertex2f(0.0, 0.0);

glEnd();

}

void draw\_triangle() {

glBegin(GL\_TRIANGLES);

glVertex3f(-0.5, -0.5, 0.0);

glVertex3f(0.5, -0.5, 0.0);

glVertex3f(0.0, 0.5, 0.0);

glEnd();

}

void draw\_line() {

glBegin(GL\_LINES);

glVertex2f(-5, 0.0); // set line start point coordinates

glVertex2f(0.5, 0.0); // set line end point coordinates

glEnd();

}

void draw\_rectangle() {

glBegin(GL\_QUADS);

glVertex2f(-0.5, -0.5);

glVertex2f(0.5, -0.5);

glVertex2f(0.5, 0.5);

glVertex2f(-0.5, 0.5);

glEnd();

}

void display()

{

//glClear(GL\_COLOR\_BUFFER\_BIT);

glClearColor(1.0, 0.0, 0.0, 1.0); // set the background color to black

glClear(GL\_COLOR\_BUFFER\_BIT);

// Run each function one by one to see point,line,triangle,rectangle

//draw\_point();

//draw\_line();

//draw\_triangle();

//draw\_rectangle();

glutSwapBuffers();

glFlush();

}

int main(int argc, char\*\* argv)

{

glutInit(&argc, argv); //Line A

init(); //Line B

glutDisplayFunc(display);

//renderScene();

glutMainLoop();

return 0;

}