#include <GL/gl.h>

#include <GL/glut.h>

void display(void)

{

    /\* clear all pixels \*/

    glClear (GL\_COLOR\_BUFFER\_BIT);

    glBegin(GL\_POLYGON);//start drawing a line loop

    glColor3f(1.0, .75, 0.0);

    glVertex3f(-0.05,0.30,0.0);//left of window

    glVertex3f(0.0,0.05,0.0);//bottom of window

    glVertex3f(0.05,0.30,0.0);//left of window

    glVertex3f(0.30,0.35,0.0);

    glVertex3f(0.05,0.40,0.0);//bottom of window

    glVertex3f(0.00,0.65,0.0);//bottom of window

    glVertex3f(-0.05,0.40,0.0);//bottom of window

    glVertex3f(-0.30,0.35,0.0);//bottom of window

    glEnd();

    glBegin(GL\_POLYGON);//start drawing a line loop

    glColor3f(0.0, .75, 0.0);

    glVertex3f(-0.05,-0.40,0.0);//bottom of window

    glVertex3f(0.00,-0.65,0.0);//bottom of window

    glVertex3f(0.05,-0.40,0.0);//bottom of window

    glVertex3f(0.30,-0.35,0.0);

    glVertex3f(0.05,-0.30,0.0);//left of window

    glVertex3f(0.00,-0.05,0.0);//bottom of window

    glVertex3f(-0.05,-0.30,0.0);//bottom of window

    glVertex3f(-0.30,-0.35,0.0);//bottom of window

    glEnd();

    glBegin(GL\_POLYGON);//start drawing a line loop

    glColor3f(0.50, .75, 0.0);

    glVertex3f(0.30, -.05, 0.0);

    glVertex3f(0.35,-0.30,0.0);//bottom of window

    glVertex3f(0.40,-0.05,0.0);//bottom of window

    glVertex3f(0.65,0.0,0.0);//bottom of window

    glVertex3f(0.40,0.05,0.0);

    glVertex3f(0.35,0.30,0.0);//left of window

    glVertex3f(0.30,0.05,0.0);//bottom of window

    glVertex3f(0.05,0.00,0.0);//bottom of window

    glEnd();

    glBegin(GL\_POLYGON);//start drawing a line loop

    glColor3f(0.75, .75, 0.0);

    glVertex3f(-0.30, -.05, 0.0);

    glVertex3f(-0.35,-0.30,0.0);//bottom of window

    glVertex3f(-0.40,-0.05,0.0);//bottom of window

    glVertex3f(-0.65,0.0,0.0);//bottom of window

    glVertex3f(-0.40,0.05,0.0);

    glVertex3f(-0.35,0.30,0.0);//left of window

    glVertex3f(-0.30,0.05,0.0);//bottom of window

    glVertex3f(-0.05,0.00,0.0);//bottom of window

    glEnd();

    /\* don't wait!

    \* start processing buffered OpenGL routines

    \*/

    glFlush ();

}

void init (void)

{

    /\* select clearing (background) color \*/

    glClearColor (0.0, 0.0, 0.0, 0.0);

    /\* initialize viewing values \*/

    glMatrixMode(GL\_PROJECTION);

    glLoadIdentity();

    glOrtho(0.0, 0.0, 0.0, 0.0, 0.0, 0.0);

}

/\*

\* Declare initial window size, position, and display mode

\* (single buffer and RGBA). Open window with "hello"

\* in its title bar. Call initialization routines.

\* Register callback function to display graphics.

\* Enter main loop and process events.

\*/

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

{

    glutInit(&argc, argv);

    glutInitDisplayMode (GLUT\_SINGLE | GLUT\_RGB);

    glutInitWindowSize (500, 500);

    glutInitWindowPosition (100, 100);

    glutCreateWindow ("hello");

    init ();

    glutDisplayFunc(display);

    glutMainLoop();

    return 0; /\* ISO C requires main to return int. \*/

}

Output:

