#include<GL/glut.h>

void star(void)

{

// Quads - door

glColor3f(1, 1, 0.5); //this will set a color of the square.

glBegin(GL\_LINE\_LOOP); // write shape u want to create

glVertex3f(-0.5, -0.1, 0.0); // v1

glVertex3f(0.2, 1, 0.0); // v2

glVertex3f(0.6, -0.2, 0.0); // v3

glVertex3f(-0.6, 0.6, 0.0); // v4

glVertex3f(0.9, 0.5, 0.0); // v4

glEnd();

}