```cpp
#include <iostream>
#include <GL/glut.h>
float P[66][3] = {
    {205,204},{221,188},{226,170},{221,143},{208,132},{214,118},{252,117},{264,107},{2
53,98},{216,96},{206,88},{204,53},{192,26},{180,20},{188,48},{185,75},{155,57},{121,61},{
84,81},{68,69},{53,76},{83,96},{70,110},{83,122},{57,140},{57,156},{94,135},{110,149},{14
1,165},{178,156},{200,145},{210,167},{206,203},{221,189},{212,167},{227,171},{211,166},{2
20,144},{201,145},{208,132},{177,131},{191,146},{203,133},{177,131},{206,86},{215,117},{2
44,97},{252,114},{253,98},{220,95},{206,85},{186,74},{204,53},{187,48},{193,25},{181,19},
{188,47},{184,74},{176,129},{96,81},{93,135},{183,75},{142,164},{122,61},{110,148},{181,1
04}
};
void display(){
    glClear(GL_COLOR_BUFFER_BIT);
    glFlush();
}
void start() {
    glClearColor(0, 0, 0, 0);
    gluOrtho2D(0, 800, 600, 0);
}
void Line(int x1, int y1, int x2, int y2) {
    glBegin(GL_LINES);
    glClearColor(255, 255, 255, 0);
    glVertex2f(x1, y1);
    glVertex2f(x2, y2);
    glLineWidth(2);
    glEnd();
}
void Poligono() {
    for (int i = 1; i < 66; i++) {
        Line(P[i - 1][0], P[i - 1][1], P[i][0], P[i][1]);
    }
    glFlush();
}
void Mouse(int B, int S, int X, int Y) {

    if ((S == GLUT_DOWN) && (B == GLUT_LEFT_BUTTON)) {
        Poligono();
    }
}
int main(int argc, char* argv[]) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
    glutInitWindowPosition(650, 50);
    glutInitWindowSize(800, 600);
    glutCreateWindow("POLIGONO");
    start();
    glutDisplayFunc(display);
    glutMouseFunc(Mouse);
    glutMainLoop();
    return 0;
}
```