#include <windows.h>

#include <GL/glut.h>

#include <GL/glu.h>

#include <stdio.h>

void display(void)

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(1.0,0.0,0.0);

glBegin(GL\_QUADS);

glVertex3f(-0.2,0.0,0.0);

glVertex3f(-0.2,0.0,0.4);

glVertex3f(0.2,0.0,0.4);

glVertex3f(0.2,0.0,0.0);

glEnd();//bawah

glColor3f(0.0,1.0,0.0);

glBegin(GL\_QUADS);

glVertex3f(-0.2,0.0,0.0);

glVertex3f(-0.2,0.4,0.0);

glVertex3f(0.2,0.4,0.0);

glVertex3f(0.2,0.0,0.0);

glEnd();//depan

glColor3f(0.0,0.0,1.0);

glBegin(GL\_QUADS);

glVertex3f(-0.2,0.0,0.0);

glVertex3f(-0.2,0.0,0.4);

glVertex3f(-0.2,0.4,0.4);

glVertex3f(-0.2,0.4,0.0);

glEnd();//kiri

glColor3f(1.0,1.0,0.0);

glBegin(GL\_QUADS);

glVertex3f(0.2,0.0,0.0);

glVertex3f(0.2,0.0,0.4);

glVertex3f(0.2,0.4,0.4);

glVertex3f(0.2,0.4,0.0);

glEnd();//kanan

glColor3f(0.0,1.0,1.0);

glBegin(GL\_QUADS);

glVertex3f(-0.2,0.0,0.4);

glVertex3f(-0.2,0.4,0.4);

glVertex3f(0.2,0.4,0.4);

glVertex3f(0.2,0.0,0.4);

glEnd();//belakang

glColor3f(1.1,1.0,1.0);

glBegin(GL\_QUADS);

glVertex3f(-0.2,0.4,0.0);

glVertex3f(-0.2,0.4,0.4);

glVertex3f(0.2,0.4,0.4);

glVertex3f(0.2,0.4,0.0);

glEnd();//atas

glFlush();

}

void timer(int a)

{

glRotatef(10,1.0,1.0,1.0);

glutPostRedisplay();

glutTimerFunc(1,timer,0);

display();

glFlush();

}

void key(unsigned char key, int x, int y)

{

switch (key)

{

case 27 :

case 'x':

exit(0);

break;

case 'p':

system("pause");

break;

}

glutPostRedisplay();

}

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

{

glutInitWindowSize(500,500);

glutInitWindowPosition(10,10);

glutInitDisplayMode(GLUT\_RGB | GLUT\_DEPTH);

glutCreateWindow("apa aja");

glutDisplayFunc(display);

glutKeyboardFunc(key);

glutTimerFunc(1,timer,0);

glutMainLoop();

return 0;

}