

```
main() {  
    glClearColor (0.0, 0.0, 0.0, 0.0);  
    glClear (GL_COLOR_BUFFER_BIT);  
    glColor3f (1.0, 1.0, 1.0);  
    glOrtho(0.0, 1.0, 0.0, 1.0, -1.0, 1.0);  
    glBegin(GL_POLYGON);  
    glVertex3f (0.25, 0.25, 0.0);  
    glVertex3f (0.75, 0.25, 0.0);  
    glVertex3f (0.75, 0.75, 0.0);  
    glVertex3f (0.25, 0.75, 0.0);  
    glEnd();  
    glFlush();  
}
```