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#include<GL/glu.h>
#include<GL/glut.h>
void MyInit()
{
    glClearColor(1,0,0,1);
    glColor3f(0,0,1);
}
void draw()
{
    glClear(GL_COLOR_BUFFER_BIT);
    glPointSize(5);
    glBegin(GL_POLYGON);
    glVertex2f(0,0.6);
    glVertex2f(-0.3,0);
    glVertex2f(0.3,0);

    glEnd();
    glFlush();
}
int main(int c, char *v[])
{
    glutInit(&c,v);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowPosition(100,100);
    glutInitWindowSize(500,500);
    glutCreateWindow("Hello world");
    MyInit();
    glutDisplayFunc(draw);
    glutMainLoop();
}
```

