

```
#include<GL/glu.h>
```

```
#include<GL/glut.h>
```

```
void MyInit()
```

```
{
```

```
glClearColor(0,1,1,1);
```

```
glColor3f(1,0,0);
```

```
}
```

```
void draw()
```

```
{
```

```
glClear(GL_COLOR_BUFFER_BIT);
```

```
glPointSize(5);
```

```
glBegin(GL_LINES);
```

```
glVertex2f(0.6,0.6);
```

```
glVertex2f(-0.6,0.6);
```

```
glVertex2f(0.5,0.5);
```

```
glVertex2f(-0.5,0.5);
```

```
glVertex2f(0.4,0.4);
```

```
glVertex2f(-0.4,0.4);
```

```
glVertex2f(0.3,0.3);
```

```
glVertex2f(-0.3,0.3);
```

```
glVertex2f(0.2,0.2);
```

```
glVertex2f(-0.2,0.2);
```

```
glVertex2f(0.1,0.1);
```

```
glVertex2f(-0.1,0.1);
```

```
glVertex2f(0,0);
```

