

```
Vertex2f(-0.5,0.5);  
Vertex2f(0.4,0.4);  
Vertex2f(-0.4,0.4);  
Vertex2f(0.3,0.3);  
Vertex2f(-0.3,0.3);  
Vertex2f(0.2,0.2);  
Vertex2f(-0.2,0.2);  
Vertex2f(0.1,0.1);  
Vertex2f(-0.1,0.1);  
Vertex2f(0,0);
```

```
End();  
Flush();
```

```
main(int c,char *v[])
```

```
glutInit(&c,v);  
glutInitWindowPosition(300,300);  
glutInitWindowSize(400,400);  
glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);  
glutCreateWindow("$$$VAMSI$$$"),  
glutInit();  
glutDisplayFunc(draw);  
glutMainLoop();
```

