```c
#include<GL/glu.h>
#include<GL/glut.h>
#include<stdlib.h>
#include<stdio.h>
float x1,x2,y1,y2;
void MyInit()
{
glClearColor(1,0,0,1);
glColor3f(0,0,1);
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
gluOrtho2D(-100,100,-100,100);
}
void draw()
{
    glClear(GL_COLOR_BUFFER_B
 glPointSize(3);

    int i;
   float qw,qe,m,a,b;
 a=x1;
 b=y1;
```