

```
1  #include <windows.h>
2  #include <GL/glut.h>
3
4  void initGL() {
5
6      glClearColor(0.0, 0.0, 0.0, 1.0);
7  }
8
9  void display() {
10     glClear(GL_COLOR_BUFFER_BIT);
11
12     glBegin(GL_TRIANGLES);
13     glColor3f(0.0, 0.0, 1.0);
14     glVertex2f(-0.2, 0.2);
15     glVertex2f(0, 0.2);
16     glVertex2f(0, 0);
17     glVertex2f(-0.2, 0);
18     glEnd();
19
20     glTranslatef(0.2, -0.3, 0.0);
21     glScalef(2.0, 2.0, 2.0);
22     glBegin(GL_TRIANGLES);
23     glColor3f(1.0, 0.0, 0.0);
24     glVertex2f(-0.2, 0.2);
25     glVertex2f(0, 0.2);
26     glVertex2f(0, 0);
27     glVertex2f(-0.2, 0);
28     glEnd();
29
30     glFlush();
31 }
```

