

```

glFlush();
}

void init() {
    glEnable(GL_DEPTH_TEST);
}

int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode (GLUT_S
    glutInitWindowSize(500, 500
    glutInitWindowPosition(0, 0)
    glutCreateWindow("Sierpinski
    glutDisplayFunc(display);
    glutReshapeFunc(reshape);
    glutIdleFunc(generateMoreP
    init();
    glutMainLoop();
}

```

