

```
#include<GL/glu.h>
#include<GL/glut.h>
void MyInit()
{
    glClearColor(1,0,1,1);
    glColor3f(0,1,0);
}
void draw()
{
    glClear(GL_COLOR_BUFFER_BIT);
    glPointSize(5);
    glBegin(GL_LINE_LOOP);
    glVertex2f(0.4,0.4);
    glVertex2f(0.8,0);
    glVertex2f(0,0);

    glEnd();
    glFlush();
}
int main(int c, char *v[])
{
    glutInit(&c,v);
```

