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

    glEnd();
    glFlush();
}
int main(int c, char *v[])
{
    glutInit(&c,v);
    glutInitWindowPosition(300,300);
    glutInitWindowSize(400,400);
```

