

```
glBegin(GL_POLYGON),  
    glVertex3f( 0.0, 0.0, 0.0);  
    glVertex3f( 1.0f, 0.0, 0.0);  
    glVertex3f( 1.0f, 1.0f, 0.0);  
    glVertex3f( 0.0, 1.0f, 0.0);  
    glVertex3f( -0.5f, -0.5f, 0.0);  
glEnd();
```

```
glPushMatrix();  
glTranslatef(1.5, 2.0, 0.0);  
glRotatef(90.0, 0.0, 0.0, 1.0);  
glScalef(0.5, 0.5, 0.5);
```

```
glBegin(GL_POLYGON);  
    glVertex3f( 0.0, 0.0, 0.0);  
    glVertex3f( 1.0f, 0.0, 0.0);  
    glVertex3f( 1.0f, 1.0f, 0.0);  
    glVertex3f( 0.0, 1.0f, 0.0);  
    glVertex3f( -0.5f, -0.5f, 0.0);  
glEnd();  
glPopMatrix();  
glFlush();  
glutSwapBuffers();
```

