

```
#include<GL/glu.h>
#include<GL/glut.h>
```

```
void MyInit()
```

```
{
    glClearColor(0,1,1,1);
    glColor3f(1,0,0);
}
```

```
void draw()
```

```
{
    glClear(GL_COLOR_BUFFER_BIT);
    glPointSize(5);
    glBegin(GL_LINE_LOOP);
    glVertex2f(0,0.4);
    glVertex2f(0.1,0.1);
    glVertex2f(0.4,0);
    glVertex2f(0.1,-0.1);
    glVertex2f(0,-0.4);
    glVertex2f(-0.1,-0.1);
    glVertex2f(-0.4,0);
    glVertex2f(-0.1,0.1);
}
```

```
glEnd();
glFlush();
```

