

//vamsi 192011429 program 1-creating a window with different colours using open gl

```
#include<GL/glu.h>
#include <GL/glut.h>
void MyInit()
{
    glClearColor(1,1,0,1);
}
void draw()
{
    glClear(GL_COLOR_BUFFER_BIT);

    glBegin(0);
    glEnd();

    glFlush();
}
int main(int c, char *v[])
{
    glutInit(&c,v);
    glutInitWindowPosition(300,300);
    glutInitWindowSize(400,400);
    glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
    glutCreateWindow("Creating a window");
    MyInit();
    glutDisplayFunc(draw);
    glutMainLoop();
    return 0;
}
```

