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#include <windows.h>
#include <GL/glut.h>

void initGL() {
    glClearColor(1.0, 0.0, 0.0, 1.0);
}

void display() {
    glClear(GL_COLOR_BUFFER_BIT);
    glBegin(GL_POLYGON);
        glColor3f(0.0, 0.0, 1.0);
        glVertex2f(-0.3, -0.3);
        glVertex2f(0, -0.1);
        glVertex2f(0.3, -0.3);
        glVertex2f(0.1, 0);
        glVertex2f(0.3, 0.3);
        glVertex2f(0.0, 0.1);
        glVertex2f(-0.3, 0.3);
        glVertex2f(-0.1, 0);
    glEnd();

    glTranslatef(0.2, -0.3, 0.0);
    glBegin(GL_POLYGON);
        glColor3f(0.0, 1.0, 0.0);
        glVertex2f(-0.3, -0.3);
        glVertex2f(0, -0.1);
        glVertex2f(0.3, -0.3);
```

