

```
glColor3f(0.6, 1.0, 0.0);
```

```
glMatrixMode(GL_PROJECTION);
```

```
glLoadIdentity();
```

```
glOrtho(0.0, 500.0, 0.0, 500.0, 0.0, 1.0)
```

```
}
```

```
int main(int argc, char** argv) {
```

```
    glutInit(&argc, argv);
```

```
    glutInitDisplayMode (GLUT_SINGLE | GL
```

```
    glutInitWindowSize(500, 500);
```

```
    glutInitWindowPosition(40, 40);
```

```
    glutCreateWindow("Sierpinski Triangle")
```

```
    glutDisplayFunc(display);
```

```
    init();
```

```
    glutMainLoop();
```

```
}
```

