

```

4 glVertex2f(0,0.3);
5 glVertex2f(0.2,0.3);
6 glVertex2f(-0.2,-0.3);
7 glEnd();
8
9 glFlush();
10 }
11 int main(int argc,char* v[])
12 {
13     glutInit(&argc,v);
14     glutInitWindowSize(600,600);
15     glutInitWindowPosition(200,200);
16     glutCreateWindow("Rotating");
17     MyInit();
18     glutDisplayFunc(draw);
19     glutMainLoop();
20     return 0;
21 }

```

