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#include<GLUT/glut.h>
void myInit() {
    glClearColor(1.0,1.0,1.0,0.0);
    glColor3f(0.0f,0.0f,0.0f);
    glPointSize(10);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(0.0,640.0,0.0,480.0);

}
void myDisplay() {
    glClear(GL_COLOR_BUFFER_BIT);
    glBegin(GL_POINTS);
    glVertex2d(150,100);
    glVertex2d(100,230);
    glVertex2d(170,130);
    glVertex2d(300,350);
    glEnd();
    glFlush();
}
int main(int argc,char* argv[]) {
    glutInit(&argc,argv);
    glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB);
    glutInitWindowSize(640,480);
    glutCreateWindow("First Exercise");
    glutDisplayFunc(myDisplay);
    myInit();
    glutMainLoop();
    return 1;
}

```