#include <stdlib.h>

#include <GL/glut.h>

#include<stdio.h>

#include<ctype.h>

void reshape(int w, int h)

{

glMatrixMode(GL\_MODELVIEW);

glLoadIdentity();

gluOrtho2D(0 , 640 , 0 , 640);

}

void draw()

{

glColor3f(.5,1,0);

glBegin(GL\_LINES);

glVertex2f(0,0);

glVertex2f(20,20);

glEnd();

glFlush();

}

void display()

{

glClearColor(1.0, 1.0, 1.0, 1.0);

glClear(GL\_COLOR\_BUFFER\_BIT);

glLoadIdentity();

draw();

glPushMatrix();

glTranslatef(40,50,0);

draw();

glPopMatrix();

glRotatef(30,0,0,1);

draw();

//glTranslatef(.20,0,0);

//draw();

}

int main(int argc, char\* argv[])

{

glutInit(&argc, argv);

glutCreateWindow("line");

//gluOrtho2D(0 , 640 , 0 , 640);

glutDisplayFunc(display);

glutReshapeFunc(reshape);

glutMainLoop();

return 0;

}