```
#include<windows.h>
#include <stdio.h>
#include <GL/glut.h>
#include<math.h>
void ano(int x,int y,int r,int l,int t)
{

    float m;
    glBegin(GL_LINE_STRIP);
    for( int angle = l; angle < t; angle ++ ){
    m=angle*3.142/180;
    glVertex2f( x+r*cos(m),y+r*sin(m));}
    glEnd();
}
void lines()
{
     glBegin(GL_LINES);
     glVertex2i(305,327);
     glVertex2i(305,130);
     glColor3f(1,0,0);
     glVertex2i(0,98);
     glVertex2i(600,98);
     glEnd();

}
void face()
{
    glPushMatrix();
    glScalef(1.0,1.0,1.0);
    glColor3f(0,0,1);
    ano(302,250,220,-43,224);
    glPopMatrix();
    glPushMatrix();
    glScalef(0.6,0.8,0);
    ano(210,210,220,98,228);
    glPopMatrix();
    glPushMatrix();
    glScalef(0.8,0.9,0);
    ano(320,210,220,-37,69);
    glPopMatrix();
}
void eyes()
{
    glPushMatrix();
    glColor3f(1,1,1);
    glScalef(1.1,1.0,1.0);
    ano(270,400,35,0,360);
    ano(340,400,35,0,360);
    glColor3f(1,0,0);
    ano(305,350,23,0,360);
    glPopMatrix();
    glColor3f(1,1,1);
    ano(300,280,150,180,360);
    glPushMatrix();
    glScalef(.5,1.0,0);
    ano(270,400,10,0,360);
    ano(340,400,10,0,360);
    glPopMatrix();
```

```
}

void display()
{
    glClear(GL_COLOR_BUFFER_BIT);
    eyes();
    face();
    lines();
    glFlush();
}

void init(void)
{
   glClearColor(0,0,0,0);
   gluOrtho2D(0,600,0,600);
   glMatrixMode(GL_MODELVIEW);
   glMatrixMode(GL_PROJECTION);
   glLoadIdentity();
}

int main()
{
    glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB);
       glutInitWindowSize(600,600);
       glutCreateWindow("gasket");
       init();
       glutDisplayFunc(display);
       glutMainLoop();
}
```