**PROGRAM:**

#ifdef \_\_APPLE\_\_

#include <GLUT/glut.h>

#else

#include <GL/glut.h>

#endif

#include <stdlib.h>

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

//Line

glLineWidth(1.5);

glBegin(GL\_LINES);

glColor3f(255.0/255, 69.0/255, 0.0/255);

glVertex2f(-0.5, 0.5);

glVertex2f(0.25, -0.25);

glEnd();

//Triangle

glBegin(GL\_TRIANGLES);

glColor3f(72.0/255, 61.0/255, 139.0/255);

glVertex2d(0.65, 0.65);

glColor3f(245.0/255, 222.0/255, 179.0/255);

glVertex2d(0.40, 0.40);

glColor3f(65.0/255, 105.0/255, 255.0/255);

glVertex2d(0.90, 0.40);

glEnd();

//Quadrilateral

glBegin(GL\_QUADS);

glColor3f(139.0/255, 0.0/255, 0.0/255);

glVertex2d(-0.5, -0.5);

glColor3f(128.0/255, 0.0/255, 0.0/255);

glVertex2d(-0.5, 0);

glColor3f(165.0/255, 42.0/255, 42.0/255);

glVertex2d(-0.2, -0.1);

glColor3f(220.0/255, 20.0/255, 60.0/255);

glVertex2d(-0.2, -0.5);

glEnd();

//Lower Star

glBegin(GL\_POLYGON);

//glColor3f(255.0/255, 215.0/255, 0.0/255);

glVertex2d(1056.0/1366, -375.0/768);

glColor3f(65.0/255, 105.0/255, 255.0/255);

glVertex2d(856.0/1366, -382.0/768);

glVertex2d(974.0/1366, -474.0/768);

glVertex2d(932.0/1366, -627.0/768);

glVertex2d(1057.0/1366, -542.0/768);

glVertex2d(1181.0/1366, -626.0/768);

glVertex2d(1138.0/1366, -476.0/768);

glVertex2d(1257.0/1366, -383.0/768);

glEnd();

//Upper Star

glBegin(GL\_POLYGON);

glColor3f(65.0/255, 105.0/255, 255.0/255);

glVertex2d(1057.0/1366, -223.0/768);

//glColor3f(255.0/255, 215.0/255, 0.0/255);

glVertex2d(1009.0/1366, -376.0/768);

glColor3f(220.0/255, 20.0/255, 60.0/255);

glVertex2d(1056.0/1366, -375.0/768);

glColor3f(65.0/255, 105.0/255, 255.0/255);

glVertex2d(1110.0/1366, -378.0/768);

glEnd();

glutSwapBuffers();

}

void initialize\_openGL()

{

glClearColor(1.0,1.0,1.0,1);

}

void open\_window(int x\_pos,int y\_pos,int

width,int height,char \*title)

{

glutInitDisplayMode( GLUT\_RGBA |

GLUT\_DOUBLE | GLUT\_DEPTH );

glutInitWindowPosition(x\_pos,y\_pos);

glutInitWindowSize(width,height);

glutCreateWindow(title);

}

void reshape(int w,int h)

{

glViewport(0,0,w,h);

}

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

{

glutInit(&argc,argv);

open\_window(0,0,1368,768,"Basic

Primitives");

initialize\_openGL();

glutDisplayFunc(display);

glutIdleFunc(display);

glutReshapeFunc(reshape);

glutMainLoop();

return 0;

}

**OUTPUT:**

