#include <GL/glut.h>

void display(void)

{

glClear( GL\_COLOR\_BUFFER\_BIT);

glColor3f(1.0, 0.0, 0.0);

glBegin(GL\_POLYGON);

glVertex3f(2.0, 4.0, 0.0);

glVertex3f(4.0, 4.0, 0.0);

glVertex3f(4.0, 6.0, 0.0);

glVertex3f(2.0, 6.0, 0.0);

glEnd();

glFlush();

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode

( GLUT\_SINGLE | GLUT\_RGB );

glutInitWindowPosition(200,200);

glutInitWindowSize(300,300);

glutCreateWindow ("square");

glClearColor(0.0, 0.0, 0.0, 0.0); // black background

glMatrixMode(GL\_PROJECTION); // setup viewing projection

glLoadIdentity(); // start with identity matrix

glOrtho(0.0, 10.0, 0.0, 10.0, -1.0, 1.0); // setup a 10x10x2 viewing world

glutDisplayFunc(display);

glutMainLoop();

}

//OUTPUT:

