#include <GL/glut.h>

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glBegin(GL\_TRIANGLES);

glVertex2f(-0.5f, -0.5f);

glVertex2f( 0.0f, 0.5f);

glVertex2f( 0.5f, -0.5f);

glEnd();

glFlush();

}

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

{

glutInit(&argc, argv);

glutCreateWindow("OpenGL Test");

glutDisplayFunc(display);

glutMainLoop();

return 0;

} //OUTPUT

