#include "stdafx.h"

#include <windows.h>

#include <glut.h>

void Display() {

glClear(GL\_COLOR\_BUFFER\_BIT);

glFlush();

}

void Initialize() {

glClearColor(0.8, 1.0, 0.6, 1.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(-200.0, 200.0, -200.0, 200.0, -5.0, 5.0);

}

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

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(400, 400);

glutInitWindowPosition(100, 200);

glutCreateWindow("Our first GLUT application!");

glutDisplayFunc(Display);

Initialize();

glutMainLoop();

return 0;

}