#include <iostream>

#include <stdio.h>

#include <string.h>

#include<GLFW/glut.h>

#include<Windows.h>

void init(void) {

glClearColor(1.0, 1.0, 1.0, 0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0, 200, 0, 200);

}

void point(void) {

glClear(GL\_COLOR\_BUFFER\_BIT);

//glClearColor(0, 0, 1,0);

glColor3f(0, 0, 1);

float x = 50;

float y = 70;

float d = 100;

glBegin(GL\_TRIANGLES);

glVertex2f(x, y); // Pto inferior esquerdo

glVertex2f(x + d / 2, sqrt(pow(d, 2) - pow(d / 2, 2)) + y);

glVertex2f(x + d, y);

glEnd();

glFlush();

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowPosition(0, 0);

glutInitWindowSize(1280, 720);

glutCreateWindow("Hello Word!");

init();

glutDisplayFunc(point);

glutMainLoop();

return 0;

}

