#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, 150);

}

void point(void) {

glClear(GL\_COLOR\_BUFFER\_BIT);

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

glColor3f(0, 0, 1);

// Desenha a face vermelha

glColor3f(1, 0, 0);

glRecti(110, 10, 10, 110);

// Desenha a face azul

glColor3f(0, 0, 1);

glBegin(GL\_POLYGON);

glVertex2i(110, 10);

glVertex2i(150, 50);

glVertex2i(150, 150);

glVertex2i(110, 110);

glEnd();

// Desenha a face amarela

glColor3f(1, 1, 0);

glBegin(GL\_POLYGON);

glVertex2i(110, 110);

glVertex2i(150, 150);

glVertex2i(50, 150);

glVertex2i(10, 110);

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;

}

