#include <windows.h>

#include <GL/glut.h>

#include<math.h>>

# define PI 3.14159265358979323846

void display() {

glClearColor(1.0f, 1.0f, 1.0f, 1.0f);

glClear(GL\_COLOR\_BUFFER\_BIT);

glBegin(GL\_QUADS);

glColor3ub(153, 204, 255);

glVertex2f(-1.0f,-1.0f);

glVertex2f(1.0f,-1.0f);

glVertex2f(1.0f,1.0f);

glVertex2f(-1.0f,1.0f);

glEnd();

glScalef(1.6,1.4,0);

glTranslatef(0.0,1.0,0);

glBegin(GL\_LINES);

glColor3ub(236, 235, 245);

glVertex2f(-0.2f,-0.9f);

glVertex2f(-0.15f,-0.7f);

glVertex2f(-0.15f,-0.7f);

glVertex2f(-0.1f,-0.9f);

glVertex2f(-0.08f,-0.9f);

glVertex2f(-0.08f,-0.7f);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(10, 4, 97);

glVertex2f(-0.2f,-0.9f);

glVertex2f(-0.19f,-0.9f);

glVertex2f(-0.15f,-0.74f);

glVertex2f(-0.15f,-0.7f);

glVertex2f(-0.15f,-0.74f);

glVertex2f(-0.11f,-0.9f);

glVertex2f(-0.1f,-0.9f);

glVertex2f(-0.15f,-0.7f);

glVertex2f(-0.17f,-0.8f);

glVertex2f(-0.17f,-0.82f);

glVertex2f(-0.13f,-0.82f);

glVertex2f(-0.13f,-0.8);

glVertex2f(-0.08f,-0.9f);

glVertex2f(-0.07f,-0.9f);

glVertex2f(-0.07f,-0.7f);

glVertex2f(-0.08f,-0.7f);

glVertex2f(-0.05f,-0.87f);

glVertex2f(-0.04f,-0.87f);

glVertex2f(-0.04f,-0.7f);

glVertex2f(-0.05f,-0.7f);

glVertex2f(0.03f,-0.87f);

glVertex2f(0.02f,-0.87f);

glVertex2f(0.02f,-0.7f);

glVertex2f(0.03f,-0.7f);

glVertex2f(-0.04f,-0.87f);

glVertex2f(-0.05f,-0.87f);

glVertex2f(-0.02f,-0.9f);

glVertex2f(0.00f,-0.9f);

glVertex2f(-0.02f,-0.9f);

glVertex2f(0.00f,-0.9f);

glVertex2f(0.03f,-0.87f);

glVertex2f(0.02f,-0.87f);

glVertex2f(0.06f,-0.9f);

glVertex2f(0.05f,-0.9f);

glVertex2f(0.05f,-0.7f);

glVertex2f(0.06f,-0.7f);

glVertex2f(0.06f,-0.7f);

glVertex2f(0.1f,-0.7f);

glVertex2f(0.09f,-0.72f);

glVertex2f(0.06f,-0.72f);

glVertex2f(0.1f,-0.7f);

glVertex2f(0.09f,-0.72f);

glVertex2f(0.09f,-0.81f);

glVertex2f(0.1f,-0.79f);

glVertex2f(0.05f,-0.79f);

glVertex2f(0.09f,-0.79f);

glVertex2f(0.09f,-0.81f);

glVertex2f(0.05f,-0.81f);

glVertex2f(0.1f,-0.9f);

glVertex2f(0.09f,-0.88f);

glVertex2f(0.09f,-0.79f);

glVertex2f(0.1f,-0.81f);

glVertex2f(0.06f,-0.9f);

glVertex2f(0.1f,-0.9f);

glVertex2f(0.09f,-0.88f);

glVertex2f(0.06f,-0.88f);

glEnd();

glFlush();

}

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

glutInit(&argc, argv);

glutCreateWindow("OpenGL Setup Test");

glutInitWindowSize(320, 320);

glutDisplayFunc(display);

glutMainLoop();

return 0;

}