#include <GL/glut.h>

void display() {

glClearColor(1.0, 1.0, 1.0, 0.0);

glClear(GL\_COLOR\_BUFFER\_BIT);

glBegin(GL\_QUAD\_STRIP);

glVertex2f(-0.7, 0.0);

glVertex2f(-0.7, 0.4);

glVertex2f(-0.2, -0.2);

glColor3f(0.0, 0.0, 1.0);

glVertex2f(-0.2, 0.5);

glVertex2f(0.2, -0.1);

glColor3f(1.0, 0.0, 1.0);

glVertex2f(0.3, 0.5);

glVertex2f(0.6, -0.2);

glColor3f(1.0, 1.0, 1.0);

glVertex2f(0.7, 0.3);

glEnd();

glFlush();

}

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

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowPosition(80, 80);

glutInitWindowSize(400, 300);

glutCreateWindow("midterm");

glutDisplayFunc(display);

glutMainLoop();

}