

```

#include <GL/gl.h> //include the gl header file
#include <GL/glut.h> //include the GLUT header file, The OpenGL Utility Toolkit (GLUT)
Programming Interface

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

    glutInit (&argc, argv);

    glutInitDisplayMode(GLUT_SINGLE);

    // glutInitWindowSize and glutInitWindowPosition set the initial window position and size r
    espectively

    /* Other glutInit- routines may be called before glutInit
    The reason is these routines can be used to set default window initialization state
    that might be modified by the command processing done in glutInit
    For example, glutInitWindowSize(400, 400) can be called before glutInit to indicate
    400 by 400 is the program's default window size
    Setting the initial window size or position before glutInit allows the GLUT program
    user to specify the initial size or position using command line arguments
    */

    /* Usage :
    void glutInitWindowSize(int width, int height);
    void glutInitWindowPosition(int x, int y);

        width : Width in pixels
        height : Height in pixels
        x      : Window X location in pixels
        y      : Window Y location in pixels
    */

    glutInitWindowSize (512, 384); //set width and height of the window

    glutInitWindowPosition (150, 150); //set position of the window

    return(0);
}

/* compile as :
gcc -o SetSizeAndPositionOfGLUTWindowOnScreen SetSizeAndPositionOfGLUTWindo
wOnScreen.c -lglut -lGLU -lGL
or
g++ -o SetSizeAndPositionOfGLUTWindowOnScreen SetSizeAndPositionOfGLUTWindo
wOnScreen.c -lglut -lGLU -lGL

Run as :
./SetSizeAndPositionOfGLUTWindowOnScreen
*/

```