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#include <GL/gl.h>
#include <GL/glut.h>

#include <unistd.h>

void draw( void ) //Drawing function
{
    glClearColor(1,0,0,1); //Background color
    glClear(GL_COLOR_BUFFER_BIT );
    sleep(2);
    glFlush(); //Draw order

    glClearColor(0,1,0,1); //Background color
    glClear(GL_COLOR_BUFFER_BIT );
    sleep(2);
    glFlush(); //Draw order

    glClearColor(0,0,1,1); //Background color
    glClear(GL_COLOR_BUFFER_BIT );
    sleep(2);
    glFlush(); //Draw order
}

int main(int argc, char **argv) //Main program
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB ); //Simple buffer
    glutInitWindowSize (512, 384);
    glutInitWindowPosition (150, 150);
    glutCreateWindow ("Example OpenGL Window : Green Window");
    glutDisplayFunc(draw); //Call to the drawing function
    glutMainLoop();
    return 0;
}

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

Run as :
./RedGreenBlueWindow
*/

```