```
#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 (512, 384);

  glutInitWindowPosition (150, 150);

  /*  glutCreateWindow creates a top-level window

  Usage :
        int glutCreateWindow(char *name);
           name : ASCII character string for use as window name

  The name will be provided to the window system as the window's name, the window syste
m will label the window with the name

  Each created window has a unique associated OpenGL context, the value returned is a uniqu
e small integer identifier for the window

  State changes to a window's associated OpenGL context can be done immediately after the
window is created

  The display state of a window is initially for the window to be shown

  But the window's display state is not actually acted upon until glutMainLoop is entered

  This means until glutMainLoop is called, rendering to a created window is ineffective becau
se the window can not yet be displayed      */

  glutCreateWindow ("Example OpenGL Window"); //set the caption for the window

  return(0);
 }

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

Run as :
  ./SetCaptionForWindow
*/
```