

```
#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
```

```
void draw( )
{
}
}
```

```
int main( int argc, char **argv )
{
    glutInit (&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE);
    glutInitWindowSize (512, 384);
    glutInitWindowPosition (150, 150);
    glutCreateWindow ("Example OpenGL Window");
    glutDisplayFunc (draw);
```

/* Beginning Event Processing :

After a GLUT program has done initial setup such as creating windows,
GLUT programs enter the GLUT event processing loop by calling glutMainLoop

glutMainLoop : glutMainLoop enters the GLUT event processing loop

Usage :

```
void glutMainLoop(void);
```

glutMainLoop routine should be called at most once in a GLUT program
Once called, glutMainLoop routine will never return

It will call as necessary any callbacks that have been registered */

```
// Inform GLUT to start our program, by executing a loop that will continue until the program ends
```

```
glutMainLoop (); //initialize the OpenGL loop cycle
```

```
return(0);
}
```

/* compile as :

```
gcc -o StartGLUTEventProcessingLoop StartGLUTEventProcessingLoop.c -lglut -lGLU -lGL
```

or

```
g++ -o StartGLUTEventProcessingLoop StartGLUTEventProcessingLoop.c -lglut -lGLU -lGL
```

```
Run as :  
./StartGLUTEventProcessingLoop  
*/
```