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#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 )
{
    // The OpenGL Utility Toolkit (GLUT) Programming Interface
    // Routines beginning with the glutInit- prefix are used to initialize GLUT state

    // primary initialization : routine is glutInit that should only be called exactly once in a GLUT program

    // No non-glutInit- prefixed GLUT or OpenGL routines should be called before glutInit

    // The other glutInit- routines may be called before glutInit

    // 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

    // glutInit is used to initialize the GLUT library
    // Usage : void glutInit(int *argcp, char **argv);

    glutInit (&argc, argv);

    // glutInit will initialize the GLUT library and negotiate a session with the window system.
    // During this process, glutInit may cause the termination of the GLUT program with an error
    // message to the user if GLUT cannot be properly initialized.
    // Examples of this situation include the failure to connect to the window system, the lack of
    // window system support for OpenGL, and invalid command line options.
    // glutInit also processes command line options, but the specific options parse are window system
    // dependent.

    return(0);
}

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

Run as :
./InitializeGLUT
*/

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