Code:

```
#include<windows.h>
#include <GL/glut.h>
#include <stdio.h>
#include <GL/gl.h>

void init(void)
{
  glClearColor(1.0,0.0,0.0,0.0); //GLfloat red,green,blue,alpha initial value 0 alpha values used by glclear to clear the color buffers
  glMatrixMode(GL_PROJECTION);  // To specify which matrix is the current matrix & projection applies subsequent matrix to projecton matrix stack
  glLoadIdentity();
  glOrtho(0.0, 1.0, 0.0, 1.0, -1.0, 1.0);
  //gluOrtho2D(0.0,300.0,0.0,300.0); // Orthographic representation; multiply the current matrix by an orthographic matrix 2D= left right,bottom,top equivalent near=-1,far=1
}

void Draw()
{
glClear(GL_COLOR_BUFFER_BIT);
    //Write your code here
    //Write your code here
    glBegin(GL_TRIANGLES);
    glColor3f(1,1,1);
    glVertex2f(0.5,0.3);
    glVertex2f(0.7,0.3);
    glVertex2f(0.5,0.5);
```

```
    glVertex2f(0.7,0.5);
    glVertex2f(0.7,0.7);
    glVertex2f(0.5,0.5);

    glVertex2f(0.5,0.7);
    glVertex2f(0.3,0.7);
    glVertex2f(0.5,0.5);

    glVertex2f(0.3,0.5);
    glVertex2f(0.3,0.3);
    glVertex2f(0.5,0.5);


   glEnd();




glutSwapBuffers();
}

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


    glutInit(&argc,argv);
    glutInitDisplayMode ( GLUT_RGB | GLUT_DOUBLE );
    glutInitWindowPosition(0,0);
```

```
    glutInitWindowSize(500,500);
    glutCreateWindow("AAKA-LAB");
    init();
    glutDisplayFunc(Draw);
    glutMainLoop();
    return 0;
}
```

Screenshot: