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

float xPos = 0.0f;
float yPos = 0.0f;

void display() {
    glClear(GL_COLOR_BUFFER_BIT);

    glLoadIdentity();
    glTranslatef(xPos, yPos, 0.0f);

    // Draw a square using two triangles
    glBegin(GL_TRIANGLES);
    glColor3f(1.0f, 0.0f, 0.0f); // Red color
    glVertex2f(-0.1f, -0.1f); // Bottom-left vertex
    glVertex2f(0.1f, -0.1f); // Bottom-right vertex
    glVertex2f(0.0f, 0.1f); // Top vertex

    glColor3f(1.0f, 0.0f, 0.0f); // Red color
    glVertex2f(-0.1f, -0.1f); // Bottom-left vertex
    glVertex2f(0.0f, 0.1f); // Top vertex
    glVertex2f(0.1f, -0.1f); // Bottom-right vertex
    glEnd();

    glutSwapBuffers();
}

void keyboard(unsigned char key, int x, int y) {
    switch (key) {
        case 'w':
            yPos += 0.1f;
            break;
        case 's':
            yPos -= 0.1f;
            break;
        case 'a':
            xPos -= 0.1f;
            break;
        case 'd':
            xPos += 0.1f;
            break;
        default:
            break;
    }
}

```

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    }  
    glutPostRedisplay();  
}
```

```
int main(int argc, char **argv) {  
    glutInit(&argc, argv);  
    glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGB);  
    glutInitWindowSize(400, 400);  
    glutCreateWindow("Moving Square");  
    glClearColor(1.0f, 1.0f, 1.0f, 1.0f); // White background  
    glMatrixMode(GL_PROJECTION);  
    glLoadIdentity();  
    gluOrtho2D(-1.0f, 1.0f, -1.0f, 1.0f);  
    glMatrixMode(GL_MODELVIEW);  
    glutDisplayFunc(display);  
    glutKeyboardFunc(keyboard);  
    glutMainLoop();  
    return 0;  
}
```