#ifdef \_\_APPLE\_CC\_\_

#include <GLUT/glut.h>

#else

#include <GL/glut.h>

#endif

// Clears the current window and draws a triangle.

void display() {

  // Set every pixel in the frame buffer to the current clear color.

  glClear(GL\_COLOR\_BUFFER\_BIT);

  // Drawing is done by specifying a sequence of vertices.  The way these

  // vertices are connected (or not connected) depends on the argument to

  // glBegin.  GL\_POLYGON constructs a filled polygon.

  glBegin(GL\_POLYGON);

    glColor3f(1, 0, 0); glVertex3f(-0.6, -0.75, 0.5);

    glColor3f(0, 1, 0); glVertex3f(0.6, -0.75, 0);

    glColor3f(0, 0, 1); glVertex3f(0, 0.75, 0);

  glEnd();

  // Flush drawing command buffer to make drawing happen as soon as possible.

  glFlush();

}

// Initializes GLUT, the display mode, and main window; registers callbacks;

// enters the main event loop.

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

  // Use a single buffered window in RGB mode (as opposed to a double-buffered

  // window or color-index mode).

  glutInit(&argc, argv);

  glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

  // Position window at (80,80)-(480,380) and give it a title.

  glutInitWindowPosition(80, 80);

  glutInitWindowSize(400, 300);

  glutCreateWindow("A Simple Triangle");

  // Tell GLUT that whenever the main window needs to be repainted that it

  // should call the function display().

  glutDisplayFunc(display);

  // Tell GLUT to start reading and processing events.  This function

  // never returns; the program only exits when the user closes the main

  // window or kills the process.

  glutMainLoop();

}

Output:

