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

GLfloat R,px,py;

void Draw()
{
    glClear(GL_COLOR_BUFFER_BIT);

    glColor3f(0,0,1);
    glBegin(GL_LINE_LOOP);
        glVertex2f(0.1,0.4);
        glVertex2f(0.7,0.4);
        glVertex2f(0.4,0.8);
    glEnd();

    glLoadIdentity();

    glTranslatef(px,py,0);
    glRotatef(R,0,0,1);
    glTranslatef(-px,-py,0);

    glColor3f(1,0,0);
    glBegin(GL_LINE_LOOP);
        glVertex2f(0.1,0.4);
        glVertex2f(0.7,0.4);
        glVertex2f(0.4,0.8);
    glEnd();

    glFlush();
}

int main(int argc, char *argv[])
{
    printf("\nEnter the Rotation Reference Point [Pivot Point] : ");
    scanf("%f%f",&px,&py);
    printf("\n\nEnter the Rotation Degree : ");
    scanf("%f",&R);
    glutInit(&argc,argv);
    glutInitDisplayMode(GLUT_RGB|GLUT_SINGLE);
    glutInitWindowPosition(0,0);
    glutInitWindowSize(500,500);
    glutCreateWindow("Triangle Rotation");
    glutDisplayFunc(Draw);
    glutMainLoop();
    return 0;
}

```