Created opengl window as discussed in class

Registered an empty functions to accept mouse and keyboard keys for performing actions

Implemented exit for esc character

First implementation –

Tried setting the color using glcolor3f. nothing happened.

Second implementation –

After glclear of the 4 buffers (alcum, color, depth, stencil)

I set glclearcolor

Swap buffer

And idle function sets a different color using glclearcolor and calls glutpost redisplay

But only one color was displayed

Third implementation –

Added 4 rand functions to get r g b a values and used it to set glclearcolor in idle function

And had just glclear and swap buffer command in display

Worked !!