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

void Draw(){
glClear(GL_COLOR_BUFFER_BIT);
glLineWidth(2);
glPointSize(1);
glBegin(GL_LINE_LOOP);
glVertex2f(0,0.5);
glVertex2f(0.9,-0.5);
glVertex2f(0.8,0.5);
glVertex2f(0.7,0.8);
glEnd();
glFlush();
}
void MyInit(){
glClearColor(1,1,1,0);
glColor3f(1,0,0);
}

int main(int argc, char *argv[]){
glutInit(&argc, argv);
glutInitWindowPosition(0,0);
glutInitWindowSize(500,500);
glutCreateWindow("Basic OpenGL ");
glutDisplayFunc(Draw);
glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
MyInit();
glutMainLoop();

return 0;
}

```