```
#include <GL/gl.h>
#include <GL/glut.h>
#include <windows.h>
#include <math.h>

void init(void) {
   glClearColor(0.0, 0.0, 0.0, 0.0);
   glMatrixMode(GL_PROJECTION);
   glLoadIdentity();
   gluOrtho2D(0.0, 100.0, 0.0, 100.0);
}

void circle(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy) {
   glBegin(GL_TRIANGLE_FAN);
   glVertex2f(cx, cy);
   for (int i = 0; i <= 100; i++) {
      float angle = 2.0f * 3.1416f * i / 100;
      float x = rx * cosf(angle);
      float y = ry * sinf(angle);
      glVertex2f((x + cx), (y + cy));
   }
   glEnd();
}

void Draw() {
   glClear(GL_COLOR_BUFFER_BIT);
   glColor3f(0.4, 0.8, 1.0);
   glBegin(GL_POLYGON);
   glVertex2f(10, 10);
```

```
glVertex2f(70, 10);
glVertex2f(70, 25);
glVertex2f(10, 25);
glEnd();
glColor3f(1.0, 1.0, 1.0);
glBegin(GL_POLYGON);
glVertex2f(10, 25);
glVertex2f(70, 25);
glVertex2f(70, 40);
glVertex2f(10, 40);
glEnd();
glColor3f(1.0, 0.7, 0.1);
circle(4, 4, 40, 32);
glPushMatrix();
glColor3f(0.0, 0.0, 0.0);
circle(1.1, 0.8, 41.5, 33);
glColor3f(0.0, 0.0, 0.0);
circle(1.1, 0.8, 38.5, 33);
glColor3f(0.0, 0.0, 0.0);
circle(1.1, 0.8, 40, 30);
glPopMatrix();
glColor3f(0.4, 0.8, 1.0);
glBegin(GL_POLYGON);
glVertex2f(10, 40);
glVertex2f(70, 40);
glVertex2f(70, 55);
glVertex2f(10, 55);
glEnd();
glColor3f(0.0, 0.0, 0.0);
```

```
glBegin(GL_POLYGON);
glVertex2f(39, 31);
glVertex2f(41, 31);
glVertex2f(40, 33);
glEnd();
glColor3f(1.0, 0.7, 0.1);
glBegin(GL_LINES);
glVertex2f(42, 35);
glVertex2f(47, 35);
glEnd();
glBegin(GL_LINES);
glVertex2f(43.5, 32);
glVertex2f(48.5, 32);
glEnd();
glBegin(GL_LINES);
glVertex2f(43, 29);
glVertex2f(48, 29);
glEnd();
glBegin(GL_LINES);
glVertex2f(41, 36);
glVertex2f(41, 39);
glEnd();
glBegin(GL_LINES);
glVertex2f(38, 35);
glVertex2f(38, 39);
glEnd();
glBegin(GL_LINES);
glVertex2f(37, 35);
glVertex2f(32, 35);
```

```
    glEnd();
    glBegin(GL_LINES);
    glVertex2f(36, 32);
    glVertex2f(32, 32);
    glEnd();
    glBegin(GL_LINES);
    glVertex2f(37, 29);
    glVertex2f(32, 29);
    glEnd();
    glBegin(GL_LINES);
    glVertex2f(38, 29);
    glVertex2f(38, 25);
    glEnd();
    glBegin(GL_LINES);
    glVertex2f(42, 29);
    glVertex2f(42, 25);
    glEnd();
    glutSwapBuffers();
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB | GLUT_DOUBLE);
    glutInitWindowPosition(0, 0);
    glutInitWindowSize(500, 500);
    glutCreateWindow("Argentina Flag");
    init();
    glutDisplayFunc(Draw);
    glutMainLoop();
```

```
    return 0;
}
```