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


void circle(GLfloat rx,GLfloat ry,GLfloat x,GLfloat y)
{
   int i=0;
   float angle;
   GLfloat PI = 3.1416;
   glBegin(GL_POLYGON);
   glVertex2f(x,y);
   for(i=0;i<=360;i++)
   {
      angle = i*PI /180;
      glVertex2f(x+(cos(angle)*rx),y+(sin(angle)*ry));
   }
   glEnd();
}
void w(GLfloat rx,GLfloat ry,GLfloat x,GLfloat y)
{
   int i=0;
   float angle;
   GLfloat PI = 3.1416;
   glBegin(GL_POLYGON);
   glVertex2f(x,y);
   for(i=0;i<=90;i++)
   {
      angle = i*PI /180;
```

```
        glVertex2f(x+(cos(angle)*rx),y+(sin(angle)*ry));
    }
    glEnd();
}

void w1(GLfloat rx,GLfloat ry,GLfloat x,GLfloat y)
{
    int i=0;
    float angle;
    GLfloat PI = 3.1416;
    glBegin(GL_POLYGON);
    glVertex2f(x,y);
    for(i=90;i<=180;i++)
    {
        angle = i*PI /180;
        glVertex2f(x+(cos(angle)*rx),y+(sin(angle)*ry));
    }
    glEnd();
}



void display() {
    glClearColor(1.0f, 1.0f, 1.0f, 1.0f);
    glOrtho(-100, 100, -100, 100, -100, 100);
    glClear(GL_COLOR_BUFFER_BIT);
```

```
      glColor3f(1, 0, 1);
circle(2, 3, 0, 50);



     glColor3f(1, 0, 0);
   w(50, 50, 0, 0);
   glColor3f(0, 1, 0);
   w(25, 50, 0, 0);

   glColor3f(0, 0, 1);
   w1(50, 50, 0, 0);
   glColor3f(0, 1, 1);
   w1(25, 50, 0, 0);



      glColor3f(1, 1, 1);
circle(12.5, 5, 12.5, 0);

circle(12.5, 5, 37.5, 0);

circle(12.5, 5, -12.5, 0);

circle(12.5, 5, -37.5, 0);
```

```
glBegin(GL_QUADS);
  glColor3f(1.0f, 0.0f, 1.0f);
  glVertex2f(-2.0f, 1.0f);
  glVertex2f(2.0f, 1.0f);
  glVertex2f(2.0f, -30.0f);
  glVertex2f(-2.0f, -30.0f);
  glEnd();



    glFlush();
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutCreateWindow("Simple Line Strip");
    glutInitWindowSize(700, 700);
    glutInitWindowPosition(50, 50);
    glutDisplayFunc(display);
    glutMainLoop();

    return 0;
}
```