```
#include <GL/gl.h>
#include <GL/glut.h>
void display(void)
{
/* clear all pixels */
glClear (GL_COLOR_BUFFER_BIT);
/* draw white polygon (rectangle) with corners at
* (0.25, 0.25, 0.0) and (0.75, 0.75, 0.0)
*/

glBegin(GL_POLYGON); //Begin triangle coordinates
//square
glColor3f (1.0, 1.0, 0.8);
glVertex2f(0.0f, 0.0f );
glVertex2f(0.0f, 20.0f );
glVertex2f(20.0f, 20.0f );
glVertex2f(20.0f, 0.0f );
glEnd();

/* don't wait!
* start processing buffered OpenGL routines
*/
glFlush ();
}
void init (void)
{
/* select clearing (background) color */
glClearColor (0.0, 0.0, 0.0, 0.0);
/* initialize viewing values */
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
glOrtho(-100.0, 100.0, -100.0, 100.0, -10.0, 10.0);
//-x,x,-y,y
}
```

```
/*
* Declare initial window size, position, and display mode
* (single buffer and RGBA). Open window with "hello"
* in its title bar. Call initialization routines.
* Register callback function to display graphics.
* Enter main loop and process events.
*/
int main(int argc, char** argv)
{
glutInit(&argc, argv);
glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
glutInitWindowSize (600, 600);
glutInitWindowPosition (100, 100);
glutCreateWindow ("SYEED MD TOWAHA(192-15-13126)");
init ();
glutDisplayFunc(display);
glutMainLoop();
return 0; /* ISO C requires main to return int. */
}
```