

```
#include <GL/gl.h>

#include <GL/glut.h>

void display(void)
{
    /* clear all pixels */
    glClear (GL_COLOR_BUFFER_BIT);

    glColor3f (1.0, 1.0, 0.0);
    glBegin(GL_LINES);
    //LINE
    glVertex2f(3.0f, 4.0f );
    glVertex2f(20.0f, 4.0f );

    glEnd();

    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);
}
```

```
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. */
}
```