LINE AND VARIOUS SHAPES

```
#include <GL/glut.h>
void displayMe(void) {
   glClear(GL_COLOR_BUFFER_BIT); // Clear the screen
   glColor3f(1.0, 0.0, 0.0);     // Set color to red

   // First Polygon
   glBegin(GL_POLYGON);
   glVertex2f(0.3, 0.3);
   glVertex2f(0.9, 0.3);
   glVertex2f(0.6, 0.9);
   glEnd();

   // Line
   glColor3f(0.0, 1.0, 0.0);     // Set color to green
   glBegin(GL_LINES);
   glVertex2f(-0.9, 0.3);
   glVertex2f(-0.3, 0.9);
   glEnd();

   // Second Polygon
   glColor3f(0.0, 0.0, 1.0);     // Set color to blue
   glBegin(GL_POLYGON);
   glVertex2f(-0.9, -0.3);
   glVertex2f(-0.3, -0.3);
```

```
    glVertex2f(-0.3, -0.9);
    glVertex2f(-0.9, -0.9);
    glEnd();

    // Third Polygon
    glColor3f(1.0, 1.0, 0.0);    // Set color to yellow
    glBegin(GL_POLYGON);
    glVertex2f(0.6, -0.3);
    glVertex2f(0.3, 0.5);
    glVertex2f(0.3, -0.9);
    glVertex2f(0.9, -0.9);
    glVertex2f(0.9, -0.5);
    glEnd();

    glFlush(); // Render the shapes
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(700, 700);
    glutInitWindowPosition(600, 175);
    glutCreateWindow("Assignment-2");

    glClearColor(1.0, 1.0, 1.0, 1.0); // Set background color to white
    glutDisplayFunc(displayMe);
```

```
    glutMainLoop();
    return 0;
}
```