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/*
*  This program is an adaptation from sample programs in
*  "OpenGL Programming Guide",
*  Copyright (c) 1993-1997, Silicon Graphics, Inc.
*  hello.c
*/

#include <GL/glut.h>
#include <stdlib.h>
void display(void)
{
  /*clear all pixels first */
  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)
   */
  /* set the object display color */
  glColor3f(1.0,1.0,1.0);
  glBegin(GL_POLYGON);
    glVertex3f(0.25, 0.25, 0.0);
    glVertex3f(0.75, 0.25, 0.0);
    glVertex3f(0.75, 0.75, 0.0);
    glVertex3f(0.25, 0.75, 0.0);
  glEnd();

  /* don't wait!
   * start processing buffered openGL routines
   */
  glFlush();
}

void init(void)
{
  /* select clearing (background color */
  glClearColor(0.5,0.0,0.5,0.0);

  /* initialize viewing values */
  glMatrixMode(GL_PROJECTION);       /*select mode*/
  glLoadIdentity();                  /*clear matrix*/
  glOrtho(0.0,1.0,0.0,1.0,-1.0,1.0);
}

/* Declare initial window size, position, and display mode
 * (single buffer and RGBA). Open window with 'ziggy'
 * in the 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(250,250);
  glutInitWindowPosition(100,100);
  glutCreateWindow("Ziggy Stardust!");
  init();
  glutDisplayFunc(display);
  glutMainLoop();
  return 0;
}
```

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