```
#include <windows.h>   // use as needed for your system
#include <gl/Gl.h>
#include <gl/glut.h>
//<<<<<<<<<<<<<<<<<<<< myInit >>>>>>>>>>>>>>>>>>>>
 void myInit(void)
 {
    glClearColor(1.0,1.0,1.0,0.0);       // set white background color
    glColor3f(0.0f, 0.0f, 0.0f);          // set the drawing color
        glPointSize(4.0);                      // a 'dot' is 4 by 4 pixels
        glMatrixMode(GL_PROJECTION);
        glLoadIdentity();
        gluOrtho2D(0.0, 640.0, 0.0, 480.0);
}
//<<<<<<<<<<<<<<<<<<<< myDisplay >>>>>>>>>>>>>>>>>>
void myDisplay(void)
{
        glClear(GL_COLOR_BUFFER_BIT);     // clear the screen
        glBegin(GL_POINTS);
                glVertex2i(100, 50);         // draw three points
                glVertex2i(100, 130);
                glVertex2i(150, 130);
        glEnd();
        glFlush();                                 // send all output to display
}

//<<<<<<<<<<<<<<<<<<<< main >>>>>>>>>>>>>>>>>>>>
void main(int argc, char** argv)
{
        glutInit(&argc, argv);          // initialize the toolkit
        glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB); // set display mode
        glutInitWindowSize(640,480);     // set window size
        glutInitWindowPosition(100, 150); // set window position on screen
        glutCreateWindow("my first attempt"); // open the screen window
        glutDisplayFunc(myDisplay);     // register redraw function
        myInit();
        glutMainLoop();                       // go into a perpetual loop
}
```