```
#include <windows.h> // use proper includes for your system
#include <math.h>
#include <gl/Gl.h>
#include <gl/glut.h>
const int screenWidth = 640;       // width of screen window in pixels
const int screenHeight = 480;      // height of screen window in pixels
GLdouble A, B, C, D;  // values used for scaling and shifting
//<<<<<<<<<<<<<<<<<<<< myInit >>>>>>>>>>>>>>>>>>>
 void myInit(void)
 {
    glClearColor(1.0,1.0,1.0,0.0);       // background color is white
    glColor3f(0.0f, 0.0f, 0.0f);         // drawing color is black
          glPointSize(2.0);                       // a 'dot' is 2 by 2 pixels
          glMatrixMode(GL_PROJECTION);     // set "camera shape"
          glLoadIdentity();
          gluOrtho2D(0.0, (GLdouble)screenWidth, 0.0, (GLdouble)screenHeight);
                 A = screenWidth / 4.0; // set values used for scaling and shifting
                 B = 0.0;
                 C = D = screenHeight / 2.0;
}
//<<<<<<<<<<<<<<<<<<<<<<< myDisplay >>>>>>>>>>>>>>>>>
void myDisplay(void)
{
        glClear(GL_COLOR_BUFFER_BIT);     // clear the screen
        glBegin(GL_POINTS);
        for(GLdouble x = 0; x < 4.0 ; x += 0.005)
  {
        GLdouble   func = exp(-x) * cos(2 * 3.14159265 * x);
     glVertex2d(A * x + B, C * func + D);
                }
        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(screenWidth, screenHeight); // set window size
        glutInitWindowPosition(100, 150); // set window position on screen
        glutCreateWindow("Dot Plot of a Function"); // open the screen window
        glutDisplayFunc(myDisplay);     // register redraw function
        myInit();
        glutMainLoop();                      // go into a perpetual loop
}
```