```cpp
                              FIG2_38.CPP
        void myMouse(int button, int state, int x, int y)
{
        static GLintPoint corner[2];
    static int numCorners = 0;                    // initial value is 0
    if(button == GLUT_LEFT_BUTTON && state == GLUT_DOWN)
        {
                corner[numCorners].x = x;
                    corner[numCorners].y = screenHeight - y;      // flip y coordinate
                numCorners++;                                      // have another point
                if(numCorners == 2)
                {

                    glRecti(corner[0].x, corner[0].y, corner[1].x, corner[1].y);
                        numCorners = 0;                            // back to 0 corners
                }
        }
        else if(button == GLUT_RIGHT_BUTTON && state == GLUT_DOWN)
        glClear(GL_COLOR_BUFFER_BIT);                 // clear the window
        glFlush();
}
```