Program Lingkaran

```
#include <windows.h>
#include <GL/gl.h>
#include <GL/glu.h>
#include <GL/glut.h>

#include <math.h>
#define PI 3.14
GLint titik_lingkaran = 100;
void lingkaran2f(GLfloat centerx,GLfloat centery,GLfloat radius)
{
      GLint i;
      GLdouble theta;
      glColor3f(1.0, 0.0, 0.0);
      glBegin(GL_POLYGON);
      for (i=0; i<titik_lingkaran;i++)
      {
            Theta = 2*PI*i/titik_lingkaran;
            glVertex2f(centerx+radius*cos(theta),
                        centery+radius*sin(theta));
      }
      glEnd();
}
void display(void)
{
      glClear(GL_COLOR_BUFFER_BIT);
      ...
      ...
      lingkaran2f(10.0, 10.0, 15.0);
      ...
      ...
      glFlush();
}
```