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#include<GL/glut.h>

void display (void);
void reshape (int width, int height);

int main (int argc, char **argv)
{
    glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
    glutInitWindowPosition(50, 50);
    glutInitWindowSize(640.0, 480.0);
    glutInit(&argc, argv);
    glutCreateWindow("Carita");
    //Registro de funciones de Callback
    glutDisplayFunc(display);
    glutReshapeFunc(reshape);
    glutMainLoop();

    return 0;
}

//===== display =====

void display (void)
{
    static GLfloat rojo[] = {1.0, 0.0, 0.0};
    static GLfloat verde_oscuro[] = {0.0, 0.5, 0.0};
    static GLfloat carne[] = {0.8, 0.5, 0.5};

    glClear(GL_COLOR_BUFFER_BIT);

    glPushMatrix();
    glTranslatef(0.0, 0.0, -4.0);
    /*cara*/
    glPushMatrix();
    glScalef(0.75, 1.0, 0.75);
    glColor3fv(carne);
    glutSolidSphere(1.0, 50, 50);
    glPopMatrix();
    /*sombbrero*/
    glPushMatrix();
    glTranslatef(0.0, 0.5, 0.0);
    glRotatef(-90.0, 1.0, 0.0, 0.0);
    glColor3fv(verde_oscuro);
    glutSolidCone(0.75, 1.0, 10, 10);
    glPopMatrix();
    /*Ojos*/
    glPushMatrix();
    glPointSize(5.0);
    glColor3f(0.0, 0.0, 0.0);
    glBegin(GL_POINTS);
        glVertex2f(0.2, 0.1);
        glVertex2f(-0.2, 0.1);
    glEnd();
    glPopMatrix();
    /*nariz*/
    glPushMatrix();
    glBegin(GL_TRIANGLES);
        glVertex2f(0.0, 0.0);
        glVertex2f(-0.1, -0.3);
        glVertex2f(0.1, -0.3);
    glEnd();
    glPopMatrix();
    /*boca*/
    glPushMatrix();
    glColor3fv(rojo);
    glLineWidth(3);
    glBegin(GL_LINE_STRIP);
        glVertex2f(-0.3, -0.6);
        glVertex2f(-0.2, -0.7);
        glVertex2f(0.2, -0.7);
        glVertex2f(0.3, -0.6);
    glEnd();
}

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        glPopMatrix();
    glPopMatrix();

    glFlush();
}

//===== Reshape =====

void reshape (int width, int height)
{
    glClearColor(1.0, 1.0, 1.0, 1.0);
    glViewport(0, 0, width, height);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluPerspective(45, (float)width/height, 3.0, 7.0);
    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();
}
```