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```
2 void  
setPixel(GLint xCoordinate, GLint yCoordinate) {  
glBegin(GL_POINTS); glVertex2i(xCoordinate,yCoordinate);  
glEnd(); glFlush(); //executes all OpenGL functions as quickly as  
possible }
```

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2. Create and rotate a triangle about the origin and a fixed point.
3. Draw a colour cube and spin it using OpenGL transformation matrices.
- 4.

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