```
#include <stdio.h>
#include "glib4.h"
struct point {
  double x;
  double y;
};
struct cpoint {
  double x;
  double y;
  int color;
};

void myline(struct point p1, struct point p2) {
  glib_line(p1.x, p1.y, p2.x, p2.y);
}
void mycline(struct cpoint p1, struct cpoint p2) {
  glib_color(NULL,p1.color);
  glib_line(p1.x, p1.y, p2.x, p2.y);
}
int main() {
  glib_open();
  glib_loop();
}
void glib_draw() { // 描画の手続きはこの中に書く.
  struct cpoint origin;
  struct cpoint p1;
  double y;
  origin.x = 0.0; origin.y=0.0; origin.color=0xff0000;
  glib_window(0.0, 0.0, 1.0, 1.0);
  for (y=0.0; y<1.0; y += 0.1) {
    p1.x = 1.0; p1.y = y;
    mycline(origin,p1);
  }

  /* ここから中級者コース */
  printf("%ld¥n",sizeof(unsigned char));
  printf("%ld¥n",sizeof(int));
  printf("%ld¥n",sizeof(double));
  printf("%ld¥n",sizeof(struct point));
  printf("%ld¥n",sizeof(struct cpoint));
  glib_color(NULL, 0x0000ff);
  origin.x=0.0; origin.y=1.0; origin.color=0xff0000;
  for (y=0.0; y<1.0; y += 0.1) {
    p1.x = 1.0; p1.y = y;
    myline(*((struct point *) &origin),*((struct point *)&p1));
    /* 問. どうしてこれで動く? 問. なぜ blue の線になるのか? */
  }
}
```