import com.jogamp.opengl.GL2;

import com.jogamp.opengl.GLAutoDrawable;

import com.jogamp.opengl.GLCapabilities;

import com.jogamp.opengl.GLEventListener;

import com.jogamp.opengl.GLProfile;

import com.jogamp.opengl.awt.GLCanvas;

import java.util.Random;

import javax.swing.JFrame;

public class Line implements GLEventListener{

static GLProfile profile = GLProfile.get(GLProfile.GL2);

static GLCapabilities capabilities = new GLCapabilities(profile);

// The canvas

static GLCanvas glcanvas = new GLCanvas(capabilities);

public static void main(String[] args) {

//getting the capabilities object of GL2 profile

Line l = new Line();

//creating frame

glcanvas.addGLEventListener(l);

glcanvas.setSize(600, 400);

final JFrame frame = new JFrame ("Shan: straight Line");

//adding canvas to frame

frame.getContentPane().add(glcanvas);

frame.setSize(frame.getContentPane().getPreferredSize());

frame.setVisible(true);

}

public void display(GLAutoDrawable drawable) {

final GL2 gl = drawable.getGL().getGL2();

gl.glPointSize(2);

gl.glBegin (GL2.GL\_POINTS);//static field

Random random = new Random();

for (int i = 1; i <= 100; i++){

double x = -0.8 + 2\*random.nextDouble();

double y = -0.8+ 2\*random.nextDouble();;

gl.glVertex2d(x,y);

}

gl.glEnd();

}

public void dispose(GLAutoDrawable arg0) {

//method body

}

public void init(GLAutoDrawable drawable) {

// method body

//4. drive the display() in a loop

}

public void reshape(GLAutoDrawable arg0, int arg1, int arg2, int arg3, int arg4) {

// method body

}

//end of main

}//end of classimport javax.media.opengl.GL2;