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 javax.swing.JFrame;

import java.io.\*;

public class Task02 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

Task02 l = new Task02();

//creating frame

glcanvas.addGLEventListener(l);

glcanvas.setSize(800, 600);

final JFrame frame = new JFrame ("Shan");

//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

try {

File file = new File("E:\\SEMESTER\\Spring- 21\\CSE423 Computer Graphics\\Lab01\\coordinates.txt");

BufferedReader br = new BufferedReader(new FileReader(file));

String st;

while ((st = br.readLine()) != null){

float x = Float.parseFloat(st);

st = br.readLine();

double y = Float.parseFloat(st);

gl.glVertex2d(x,y);

}

}

catch(Exception e){

System.out.println("Empty");

}

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;