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.io.File;

import java.util.Random;

import java.util.Scanner;

import javax.swing.JFrame;

public class Assignment1P2 implements GLEventListener {

public void drawPixel(float x, float y, GLAutoDrawable drawable) {

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

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

gl.glVertex3f(x, y, 0);

gl.glEnd();

}

@Override

public void display(GLAutoDrawable drawable) {

try {

File f = new File("C:/Users/Shamim Saif/eclipse-workspace/423Lab/src/coordinates.txt");

Scanner sc = new Scanner(f);

while (sc.hasNext()) {

float x = sc.nextFloat();

sc.next();

float y = sc.nextFloat();

drawPixel(x, y, drawable);

}

} catch (Exception e) {

System.out.println("there are problems");

}

}

@Override

public void dispose(GLAutoDrawable arg0) {

// method body

}

@Override

public void init(GLAutoDrawable arg0) {

// method body

}

@Override

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

// method body

}

public static void main(String[] args) {

// getting the capabilities object of GL2 profile

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

GLCapabilities capabilities = new GLCapabilities(profile);

// The canvas

final GLCanvas glcanvas = new GLCanvas(capabilities);

Assignment1P2 l = new Assignment1P2();

glcanvas.addGLEventListener(l);

glcanvas.setSize(400, 400);

// creating frame

final JFrame frame = new JFrame("Showing points from text file");

// adding canvas to frame

frame.getContentPane().add(glcanvas);

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

frame.setVisible(true);

}// end of main

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