Drawing Pixels:

1. For (100 times)
   1. X= randNumb();
   2. Y= randNumb();
   3. Draw pixel (x,y);

Here, randNumb() should generate a random floating point number between -1 and 1

1. Create a txt file “coordinates.txt”
   1. Populate the file with 20 values between -1 and 1

For (EOF)

X=readNextValue();

Y= readNextValue();

DrawPixel(x,y);