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 com.jogamp.opengl.glu.GLU;

import javax.swing.JFrame;

public class Assignment2 implements GLEventListener{

private GLU glu;

*@Override*

public void display(GLAutoDrawable drawable) {

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

//drawing 3

DDA(gl, -20,90,30,90);

DDA(gl, 30,90,30,40);

DDA(gl, -20,40,30,40);

DDA(gl, 30,40,30,-10);

DDA(gl, -20,-10,30,-10);

//drawing 2

DDA(gl, 40,90,90,90);

DDA(gl, 90,90,90,40);

DDA(gl, 40,40,90,40);

DDA(gl, 40,40,40,-10);

DDA(gl, 40,-10,90,-10);

}

*@Override*

public void dispose(GLAutoDrawable arg0) {

//method body

}

*@Override*

public void init(GLAutoDrawable gld) {

GL2 gl = gld.getGL().getGL2();

glu = new GLU();

gl.glClearColor(0.0f, 0.0f, 0.0f, 0.0f);

gl.glViewport(-100, -50, 50, 100);

gl.glMatrixMode(GL2.***GL\_PROJECTION***);

gl.glLoadIdentity();

glu.gluOrtho2D(-100.0, 100.0, -100.0, 100.0);

}

*@Override*

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

// method body

}

public void DDA(GL2 gl, float x1, float y1, float x2, float y2) {

gl.glPointSize(3.0f);

gl.glColor3d(0, 1, 1);

//write your own code

float dx=Math.*abs*(x2-x1);

float dy=Math.*abs*(y2-y1);

int steps;

if(dx>dy) {

steps=Math.*round*(dx);

}

else {

steps=Math.*round*(dy);

}

float xInc=(x2-x1)/steps;

float yInc=(y2-y1)/steps;

for(int i=0;i<steps;i++) {

int x=Math.*round*(x1);

int y=Math.*round*(y1);

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

gl.glVertex3f(x, y, 0);

gl.glEnd();

x1+=xInc;

y1+=yInc;

}

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

gl.glVertex3f(Math.*round*(x1), Math.*round*(y1), 0);

gl.glEnd();

}

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);

Assignment2 l = new Assignment2();

glcanvas.addGLEventListener(l);

glcanvas.setSize(400, 400);

//creating frame

final JFrame frame = new JFrame ("Last two digits of my ID");

//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;