**Task2:**

from OpenGL.GL import \*

from OpenGL.GLUT import \*

from OpenGL.GLU import \*

def iterate():

glViewport(0, 0, 500, 500)

glMatrixMode(GL\_PROJECTION)

glLoadIdentity()

glOrtho(0.0, 500, 0.0, 500, 0.0, 1.0)

glMatrixMode (GL\_MODELVIEW)

glLoadIdentity()

def DrawLines():

glBegin(GL\_LINES)

glVertex2f(100,300)

glVertex2f(400,300)

glVertex2f(400,300)

glVertex2f(250,400)

glVertex2f(250,400)

glVertex2f(100,300)

glVertex2f(100,300)

glVertex2f(100,100)

glVertex2f(100,100)

glVertex2f(400,100)

glVertex2f(400,100)

glVertex2f(400,300)

glVertex2f(200,100)

glVertex2f(200,250)

glVertex2f(200,250)

glVertex2f(300,250)

glVertex2f(300,250)

glVertex2f(300,100)

glVertex2f(130,220)

glVertex2f(170,220)

glVertex2f(170,220)

glVertex2f(170,180)

glVertex2f(170,180)

glVertex2f(130,180)

glVertex2f(130,180)

glVertex2f(130,220)

glVertex2f(330,220)

glVertex2f(370,220)

glVertex2f(370,220)

glVertex2f(370,180)

glVertex2f(370,180)

glVertex2f(330,180)

glVertex2f(330,180)

glVertex2f(330,220)

glEnd()

glPointSize(7)

glBegin(GL\_POINTS)

glVertex2f(280,170)

glEnd()

def showScreen():

glClear(GL\_COLOR\_BUFFER\_BIT | GL\_DEPTH\_BUFFER\_BIT)

glLoadIdentity()

iterate()

glColor3f(1.0, 0.0,0.0)

#call the draw methods here

DrawLines()

glutSwapBuffers()

glutInit()

glutInitDisplayMode(GLUT\_RGBA)

glutInitWindowSize(500, 500)

glutInitWindowPosition(0, 0)

wind = glutCreateWindow(b"OpenGL Coding Practice")

glutDisplayFunc(showScreen)

glutIdleFunc(showScreen)

glutMainLoop()