labTask\_01.py

from OpenGL.GL import \*

import numpy as np

x = np.random.randint(0, 500, 50)

y = np.random.randint(0, 500, 50)

def Task01():

glPointSize(5)

glBegin(GL\_POINTS)

for i in range(0, 50):

glVertex2f(x[i], y[i])

glEnd()

main.py

from OpenGL.GL import \*

from OpenGL.GLUT import \*

# from OpenGL.GLU import \*

from DrawPoints import labTask\_01

# from DrawPoints import lab\_task02

# from DrawPoints import labTask\_03

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 showScreen():

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

glLoadIdentity()

iterate()

glColor3f(0.0, 1.0, 0.0)

# call the draw methods here

labTask\_01.Task01()

# lab\_task02.drawLines()

# lab\_task02.Point()

# labTask\_03.even()

# labTask\_03.dash()

glutSwapBuffers()

if \_\_name\_\_ == "\_\_main\_\_":

glutInit()

glutInitDisplayMode(GLUT\_RGBA)

glutInitWindowSize(1000, 500)

glutInitWindowPosition(0, 0)

wind = glutCreateWindow(b"OpenGL Coding Practice")

glutDisplayFunc(showScreen)

glutIdleFunc(showScreen)

glutMainLoop()