lab\_task02.py

from OpenGL.GL import \*

def Point():

glBegin(GL\_POINTS)

glVertex2f(350, 100)

glEnd()

def drawLines():

glPointSize(5)

glBegin(GL\_LINES)

# Line 01

glVertex2f(200, 250)

glVertex2f(320, 380)

# Line 02

glVertex2f(200, 250)

glVertex2f(420, 250)

# Line 03

glVertex2f(420, 250)

glVertex2f(430, 250)

# Line 04

glVertex2f(320, 380)

glVertex2f(430, 250)

# Line 05

glVertex2f(200, 250)

glVertex2f(200, 100)

# Line 06

glVertex2f(200, 100)

glVertex2f(200, 50)

# Line 07

glVertex2f(200, 50)

glVertex2f(320, 50)

# Line 08

glVertex2f(320, 50)

glVertex2f(430, 50)

# Line 09

glVertex2f(430, 50)

glVertex2f(430, 250)

# Door

# Line 10

glVertex2f(360, 50)

glVertex2f(360, 160)

# Line 11

glVertex2f(360, 160)

glVertex2f(280, 160)

# Line 12

glVertex2f(280, 160)

glVertex2f(280, 50)

# Window 01

# Line 13

glVertex2f(410, 180)

glVertex2f(360, 180)

# Line 12

glVertex2f(360, 180)

glVertex2f(360, 220)

# Line 13

glVertex2f(360, 220)

glVertex2f(410, 220)

# Line 14

glVertex2f(410, 220)

glVertex2f(410, 180)

# Window 02

# Line 15

glVertex2f(220, 180)

glVertex2f(270, 180)

# Line 16

glVertex2f(270, 180)

glVertex2f(270, 220)

# Line 17

glVertex2f(270, 220)

glVertex2f(220, 220)

# Line 18

glVertex2f(220, 220)

glVertex2f(220, 180)

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()