labTask\_03.py

from OpenGL.GL import \*

def even():

glPointSize(5)

for i in range(100, 301):

glBegin(GL\_POINTS)

glVertex2f(390, i)

# glVertex2f(460, 300)

glEnd()

def dash():

glBegin(GL\_POINTS)

i = 290

while i < 491:

glVertex2f(i, 301)

i = i + 10

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()