

# Daily Assignment 11

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- Write your own **myOrtho()** function (of the following form) that behaves exactly same as glOrtho()

```
def myOrtho(left, right, bottom, top, near, far):
```

- Start from today's practice code, replace render() function with the one in the next slide, and add your myOrtho() function.
- DO NOT use glOrtho() inside myOrtho()!
- **Set the window title to your student number.**
- Hint:
- Everything you need to write code is on today's lecture slides

```

def render():
    global gCamAng, gCamHeight
    glClear(GL_COLOR_BUFFER_BIT|GL_DEPTH_BUFFER_BIT)
    glEnable(GL_DEPTH_TEST)
    glPolygonMode( GL_FRONT_AND_BACK, GL_LINE )

    glLoadIdentity()

    # Both functions must behave exactly the same
    myOrtho(-5,5, -5,5, -10,10)
    # glOrtho(-5,5, -5,5, -10,10)

    gluLookAt(1*np.sin(gCamAng),gCamHeight,1*np.cos(gCamAng), 0,0,0,
0,1,0)

    drawFrame()
    glColor3ub(255, 255, 255)
    drawCubeArray()

```

# How to Submit

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- What you have to submit:
  - Only **one** .py file: *main.py*
- Write down all your code to *main.py*
- `> py -3 main.py` or `$ python3 main.py` should show your glfw window.

# How to Submit

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- Submit your assignment **only through the Assignment (과제) menu of the lecture home** at [portal.hanyang.ac.kr](http://portal.hanyang.ac.kr).
- **Recommended due date: Today's lecture end time**
- (Hard due date: 23:59 Today)