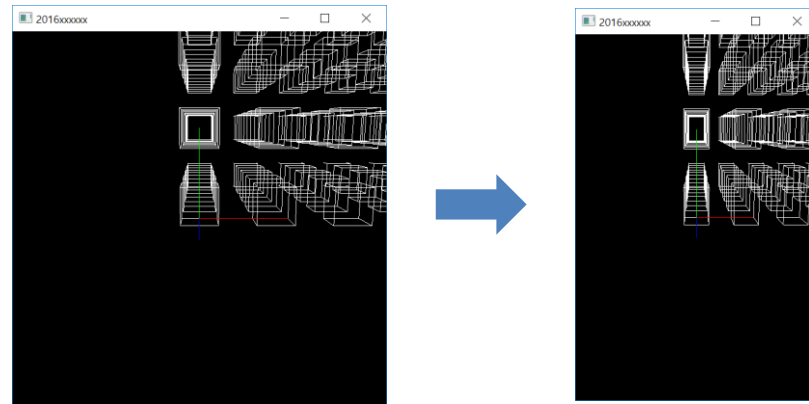# Daily Assignment 12

- The main usage of glViewport() is fitting the rendered image to the window size like:

- Start from today's glViewport() practice code, add this functionality to your program.

- You'll have to use **glfw.set_framebuffer_size_callback()**. Find the usage of this function in GLFW documentation. (google it!)

- **Set the window title to your student number.**

```python
def render():
    # ...
    # glViewport(100,100,200,200)  # comment it!
    glLoadIdentity()
    # ...


def framebuffer_size_callback(window, width, height):
    glViewport(0, 0, width, height)


def main():
    # ...
    glfw.set_key_callback(window, key_callback)
    glfw.set_framebuffer_size_callback(window, framebuffer_size_callback)
    # ...
```