Task 01: 50 Random Pixels

from OpenGL.GL import \*

from OpenGL.GLUT import \*

from OpenGL.GLU import \*

from random import randint

def drawpoint(x, y):

glPointSize(5.0)

glBegin(GL\_POINTS)

glVertex2f(x, y)

glEnd()

def drawpoints():

for \_ in range(50):

drawpoint(randint(10,490),randint(10,490))

glFlush()

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(1.0, 0.0, 0.0)

# call the draw methods here

drawpoints()

glutSwapBuffers()

glutInit()

glutInitDisplayMode(GLUT\_RGBA)

glutInitWindowSize(500, 500)

glutInitWindowPosition(0, 0)

wind = glutCreateWindow(b"Lab01 Task01: 50 Random points")

glutDisplayFunc(showScreen)

glutIdleFunc(showScreen)

glutMainLoop()