

```
/* OpenGL animation code goes here */

glClearColor (0.0f, 1.0f, 0.0f, 1.0f);
glClear (GL_COLOR_BUFFER_BIT);

glPushMatrix ();
//glRotatef (theta, 0.0f, 0.0f, 1.0f);
glBegin (GL_LINES);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (-0.89f, -0.89f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (0.89f, -0.89f);
glEnd ();
glBegin (GL_LINES);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (0.89f, -0.89f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (0.89f, 0.89f);
glEnd ();
glBegin (GL_LINES);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (0.89f, 0.89f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (-0.89f, 0.89f);
glEnd ();
glBegin (GL_LINES);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (-0.89f, 0.89f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (-0.89f, -0.89f);
glEnd ();
glPopMatrix ();

glPushMatrix ();

//glRotatef (theta, 0.0f, 0.0f, 1.0f);
float x, y, k;
```

```

x=0.1;
y=0.1;

k=rand();
y=k/100000;
x=k/100000;

    glBegin (GL_LINES);
    glColor3f (1.0f, 0.0f, 1.0f);    glVertex2f (x-0.6f, y-0.5f);
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.5f, y-0.5f);
    glEnd ();
    glBegin (GL_LINES);
    glColor3f (1.0f, 0.0f, 1.0f);    glVertex2f (x-0.5f, y-0.5f);
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.5f, y-0.4f);
    glEnd ();
    glBegin (GL_LINES);
    glColor3f (1.0f, 0.0f, 1.0f);    glVertex2f (x-0.5f, y-0.4f);
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.6f, y-0.4f);
    glEnd ();
    glBegin (GL_LINES);
    glColor3f (1.0f, 0.0f, 1.0f);    glVertex2f (x-0.6f, y-0.4f);
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.6f, y-0.5f);
    glEnd ();
    glPopMatrix ();
    SwapBuffers (hDC);

    theta += 1.0f;
    Sleep (10);
}
}

```

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