

TAREA DEL CUADRO QUE SE MUEVE:

```
}  
else  
{  
    /* OpenGL animation code goes here */  
  
    glClearColor (0.0f, 0.0f, 0.0f, 0.0f);  
    glClear (GL_COLOR_BUFFER_BIT);  
  
    glPushMatrix ();  
    //glRotatef (theta, 0.0f, 0.0f, 1.0f);  
    glBegin (GL_LINES);  
    glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (-0.9f, -0.9f);  
    glColor3f (0.0f, 1.0f, 0.0f);    glVertex2f (0.9f, -0.9f);  
    glEnd ();  
    glBegin (GL_LINES);  
    glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (0.9f, -0.9f);  
    glColor3f (0.0f, 1.0f, 0.0f);    glVertex2f (0.9f, 0.9f);  
    glEnd ();  
    glBegin (GL_LINES);  
    glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (0.9f, 0.9f);  
    glColor3f (0.0f, 1.0f, 0.0f);    glVertex2f (-0.9f, 0.9f);  
    glEnd ();  
    glBegin (GL_LINES);  
    glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (-0.9f, 0.9f);  
    glColor3f (0.0f, 1.0f, 0.0f);    glVertex2f (-0.9f, -0.9f);  
    glEnd ();  
    glPopMatrix ();  
  
    glPushMatrix ();
```

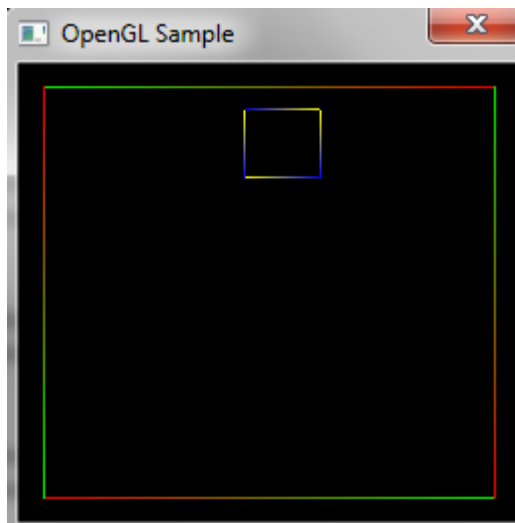
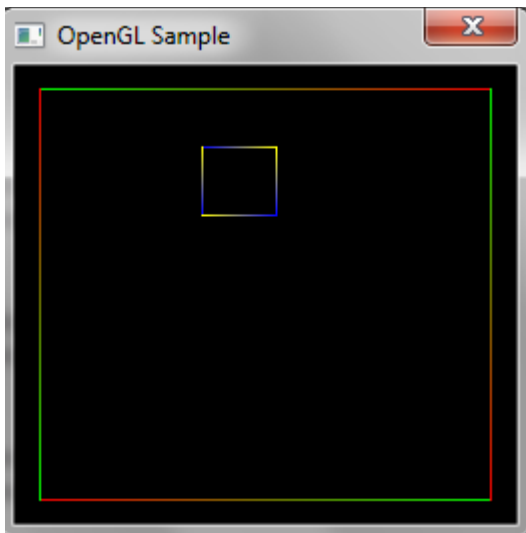
```

//glRotatef (theta, 0.0f, 0.0f, 1.0f);
float x,y,k;
x=-0.2;
y=0.4;
k=rand();
y=k/69000;
x=k/69000;
glBegin (GL_LINES);
glColor3f (1.0f, 1.0f, 0.0f);    glVertex2f (x-0.2f, y+0.4f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.5f, y+0.4f);
glEnd ();
glBegin (GL_LINES);
glColor3f (1.0f, 1.0f, 0.0f);    glVertex2f (x-0.5f, y+0.4f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.5f, y+0.1f);
glEnd ();
glBegin (GL_LINES);
glColor3f (1.0f, 1.0f, 0.0f);    glVertex2f (x-0.5f, y+0.1f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.2f, y+0.1f);
glEnd ();
glBegin (GL_LINES);
glColor3f (1.0f, 1.0f, 0.0f);    glVertex2f (x-0.2f, y+0.4f);
glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (x-0.2f, y+0.1f);
glEnd ();
glPopMatrix ();

SwapBuffers (hDC);

theta += 1.0f;
Sleep (200);

```

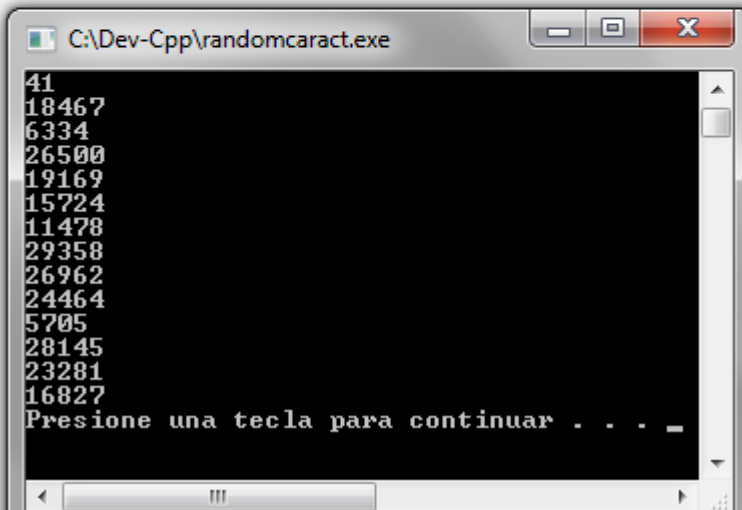


PROPIEDADES CON RANDOM

```
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>

int main(int argc, char *argv[])
{
    int i;
    for(i=1;i<15;i++)
    {
        printf("%d\n",rand());
    }

    system("PAUSE");
    return EXIT_SUCCESS;
}
```



```
C:\Dev-Cpp\randomcaract.exe
41
18467
6334
26500
19169
15724
11478
29358
26962
24464
5705
28145
23281
16827
Presione una tecla para continuar . . . _
```

```
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>

int main(int argc, char *argv[])
{
    int x,i;

    srand(i);
    for (i=1;i<15;i++)

    {
        x=rand();
        printf("%d\n",x);

    }

    system("PAUSE");
    return EXIT_SUCCESS;
}
```



```
C:\Dev-Cpp\randomcaract.exe
24914
6701
12995
22268
14866
5248
24919
28897
194
29585
23033
14261
17242
27342
Presione una tecla para continuar . . .
```

```

#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
#include <time.h>

int alea(int desde, int hasta)
{
return rand()%(hasta-desde+1)+desde;
}

int main()
{
int i,x;
srand(time(NULL));
for(i=1;i<15;i++)
{
x=alea(1,1000000);
printf("%d\n",x);
}
system("PAUSE");
return EXIT_SUCCESS;
}

```

```

C:\Dev-Cpp\randomcaract.exe
3215
19236
4887
31447
25791
25529
4137
12402
14777
3759
28639
21704
21139
16848
Presione una tecla para continuar . . .

```

```

C:\Dev-Cpp\randomcaract.exe
3470
5644
22036
7842
11128
4134
17532
13451
24729
15730
17102
25139
11267
29510
Presione una tecla para continuar . . .

```