

Cuadro Random

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/* 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 ();

ushMatrix ();

//glTranslatef (x, y, z);
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);

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