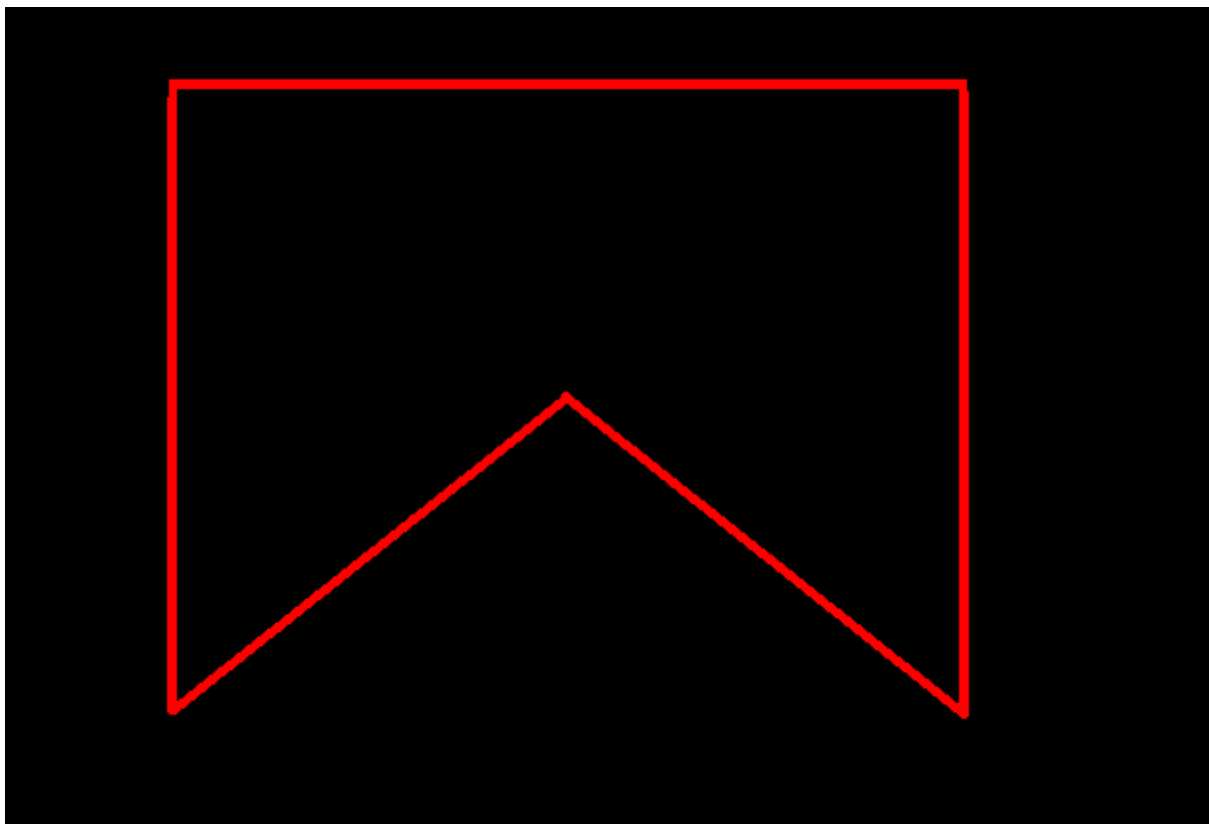


POR alguna razón no pude imprimir la pantalla, pero la figura queda muy parecida a lo que a continuación muestro. De todos modos dejo el código por si gustan corroborarlo.



```
Dev-C++ 4.9.9.2 - [ dibujo ] - dibujo.dev
File Edit Search View Project Execute Debug Tools CVS Window Help
[Icons]
[Icons]
[Icons]
Project Classes Debug dibujo 1.c
+ dibujo
"GLSample", "OpenGL Sample",
WS_CAPTION | WS_POPUPWINDOW | WS_VISIBLE,
0, 0, 256, 256,
NULL, NULL, hInstance, NULL);

/* enable OpenGL for the window */
EnableOpenGL (hWnd, &hDC, &hRC);

/* 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 (0.8, 0.8);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (-0.8, 0.8);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (-0.8, 0.8);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (-0.8, -0.8);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (-0.8, -0.8);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (0.0, 0.0);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (0.0, 0.0);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (0.8, -0.8);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (0.8, -0.8);
glColor3f (1.0f, 0.0f, 0.0f);    glVertex2f (0.8, 0.8);
```