

Exau Esteban López

Random

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

int i;
main()
{
    for (i=1; i<6; i++)
        printf("%d\n", rand());
    getch();
    return 0;
}
```

C:\Dev-Cpp\Proyecto1.exe

```
41
18467
6334
26500
19169
```

```
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
main()
{
    int x, j;
    {
        srand(j);

        for (j=0; j<20; j++)
        {
            x=rand();
            x=x/1000;
            printf("%d\n", x);
        }
        getch();
        return 0;
    }
}
```

C:\Dev-Cpp\Proyecto1.exe

```
0
25
26
5
14
15
23
21
13
1
2
29
19
4
7
7
18
13
17
3
```

Cuadro

```
    }  
}  
else  
{  
    /* OpenGL animation code goes here */  
  
    glClearColor (1.0f, 1.0f, 1.0f, 1.0f);  
    glClear (GL_COLOR_BUFFER_BIT);  
  
    glPushMatrix ();  
    glBegin (GL_LINES);  
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (-0.9f, -0.9f);  
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (0.9f, -0.9f);  
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (0.9f, 0.9f);  
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (-0.9f, 0.9f);  
    glColor3f (0.0f, 0.0f, 1.0f);    glVertex2f (-0.9f, -0.9f);  
    glEnd ();  
    glPopMatrix ();  
    SwapBuffers (hDC);  
  
    theta += 1.0f;  
    Sleep (1);  
}
```

