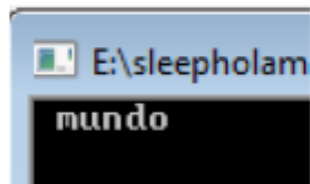
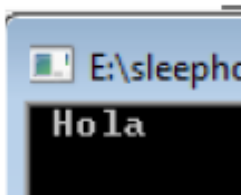


Tarea de programación

1. Ejercicio "Hola mundo".

```
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>
int main(int argc, char *argv[])
{
    printf(" Hola");
    sleep(1000);
    system("cls");
    printf(" mundo");
    sleep(1000);
    system("cls");
    return 0;
}
```



3. Figura en opengl

```
/* OpenGL animation code goes here */  
glClearColor (0.0f, 0.0f, 1.0f, 1.0f);  
glClear (GL_COLOR_BUFFER_BIT);  
  
glPushMatrix ();  
glBegin (GL_LINES);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (0.0f, 1.0f);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (0.87f, -0.5f);  
glEnd ();  
glBegin (GL_LINES);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (0.0f, 1.0f);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (-0.87f, 0.30f);  
glEnd ();  
glBegin (GL_LINES);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (-0.87f, 0.30f);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (0.87f, -0.5f);  
glEnd ();  
glPopMatrix ();  
glPushMatrix ();  
glBegin (GL_POINTS);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (0.56f, 0.30f);  
glColor3f (1.0f, 1.0f, 1.0f); glVertex2f (0.44f, 0.0f);  
glPopMatrix ();  
  
SwapBuffers (hDC);  
  
theta += 1.0f;  
Sleep (1);
```

