

```

//sfera 3D
#include<stdio.h>
#include<conio.h>
#include<math.h>
#include<graphics.h>
double xrmin,yrmin,xrmax,yrmax,sx,sy,f=0.5,a=M_PI/4;
int xemn,yemin,xemax,yemax,n=10;
int xe(double xr)
{
return xemn+sx*(xr-xrmin);
}
int ye(double yr)
{
return yemax-sy*(yr-yrmin);
}
double xp(double x,double y,double z)
{
//
//return x;          //proiectia pe oxy
//return y;          //pe oyz
//return z;          //pe oxz
return y-f*cos(a)*x;    //proiectie oblica pe oyz
}
double yp(double x,double y,double z)
{
//return y;          //proiectia pe oxy
//return z;          //pe oyz
//return x;          //pe oxz
return z-f*sin(a)*x;    //proiectie oblica pe oyz
}
void initgr()
{
int gd, gm;
gd=DETECT;
initgraph(&gd, &gm, "C:\\\\tc\\bgi ");
xrmin=-2;
yrmin=-2;
xrmax=2;
yrmax=2;
xemn=0;
yemin=0;
xemax=getmaxx();
yemax=getmaxy();
sx=(xemax-xemn)/(xrmax-xrmin);
sy=(yemax-yemin)/(yrmax-yrmin);
moveto(xe(xp(0,0,0)), ye(yp(0,0,0)));
lineto(xe(xp(2,0,0)), ye(yp(2,0,0)));
moveto(xe(xp(0,0,0)), ye(yp(0,0,0)));
lineto(xe(xp(0,2,0)), ye(yp(0,2,0)));
moveto(xe(xp(0,0,0)), ye(yp(0,0,0)));
lineto(xe(xp(0,0,2)), ye(yp(0,0,2)));
}
double f1(double u,double v)
{
return cos(u)*sin(v);
}
double f2(double u,double v)

```