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//DESENAREA ASTROIDEI
#include<stdio.h>
#include<conio.h>
#include<math.h>
#include<graphics.h>
double xrmin,yrmin,xrmax,yrmax,sx,sy;
int xemn,yemin,xemax,yemax;
int xe(double xr)
{
return xemn+sx*(xr-xrmin);
}
int ye(double yr)
{
return yemax-sy*(yr-yrmin);
}
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);
line(xe(xrmin),ye(0),xe(xrmax),ye(0));
line(xe(0),ye(yrmin),xe(0),ye(yrmax));
}
double f1(double t) ashaida
{
return cos(t)*cos(t)*cos(t);
}
double f2(double t)
{
return sin(t)*sin(t)*sin(t);
} x/

void main()
{
double tmin=0,tmax=M_PI*2,past,t;
int np=1000;
initgr();
past=(tmax-tmin)/np;
for(t=tmin;t<=tmax;t+=past)
putpixel(xe(f1(t)),ye(f2(t)),GREEN);
getch();
closegraph();
}

```