```cpp
//trasarea axelor pe ecran si realizarea de grafice de functii

#include<iostream.h>
#include<stdlib.h>
#include<conio.h>
#include<graphics.h>
#include<math.h>

    //axele reale
        float xr_min=-3;float yr_min=-4;
        float xr_max=3;float yr_max=4;

    //coordonatele ecranului

        int xe_min=0;int ye_min=0;
        int xe_max=300;int ye_max=300;

        float sx,sy;
                int xe(float xr){
                        return (xe_min+sx*(xr-xr_min));
                            }
                int ye(float yr){
                        return (ye_max-sy*(yr-yr_min));
                            }
float f(float t){
        return pow(t,2);
        }

void main()
 {
        clrscr();
        int gdriver=DETECT,gmode;
        initgraph(&gdriver,&gmode,"C:\\TC\\BGI");

        sx=(xe_max-xe_min)/(xr_max-xr_min);
        sy=(ye_max-ye_min)/(yr_max-yr_min);

        //setarea culorii de scriere
        setcolor(EGA_WHITE);

        //se pozitioneaza la punctul de coordonate(10,20)
        gotoxy(10,20);
        cout<<"graficul functiei f(x)=x*x";

        //traseaza cele doua axe(line)
        line(xe(0),ye(yr_min),xe(0),ye(yr_max));
        line(xe(xr_min),ye(0),xe(xr_max),ye(0));
        float pasx=1./sx/10.;
         for(float x=xr_min;x<=xr_max;x+=pasx){
            putpixel(xe(x),ye(f(x)),3);
            }
getch();
        getch();
        closegraph();
 }
```
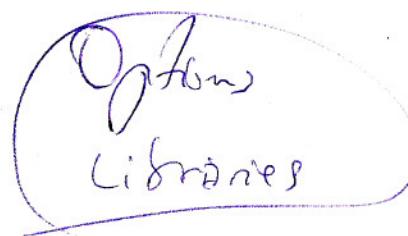
$x^2 \rightarrow$ return $(t+1)$; $f=x+1$

Options
Libraries

line $(xe(3+x),$