```
moveto(xe(xp(0,0,0)),ye(yp(0,0,0)));
lineto(xe(xp(100,0,0)),ye(yp(100,0,0)));     //axele
moveto(xe(xp(0,0,0)),ye(yp(0,0,0)));
lineto(xe(xp(0,100,0)),ye(yp(0,100,0)));
moveto(xe(xp(0,0,0)),ye(yp(0,0,0)));
lineto(xe(xp(0,0,100)),ye(yp(0,0,100)));

}
//************************************
double f1(double u,double v)
{
//return sqrt(u*u+v*v);
  return (u*u+v*v);    //f2,f3 idem ca pentru prima
//return u*v;
}
double f2(double u,double v)
{
return u;
}

double f3(double u,double v)
{
return v;
}
//************************************
void main()
{
double tmin=-M_PI,tmax=M_PI,past,t;
double umin=0,umax=2*M_PI,pasu,u;
double vmin=0,vmax=M_PI,pasv,v;
int nu=50,nv=50; //daca vrem sa o vedem mai rarefiata micsoram nu,nv
int np=10000; //DACA SE MICSOREAZA SE VAD DOAR PUNCTELE
initgr();

pasu=(umax-umin)/nu;
pasv=(vmax-vmin)/nv;
past=(tmax-tmin)/np;

for( v=-1;v<=1;v+=pasv)
for(t=-1;t<=1;t+=past)
putpixel(xe(xp(f1(t,v),f2(t,v),f3(t,v))),ye(yp(f1(t,v),f2(t,v),f3(t,v))),BLUE);
getch();
for( u=-1;u<=1;u+=pasu)
for(t=-1;t<=1;t+=past)
putpixel(xe(xp(f1(u,t),f2(u,t),f3(u,t))),ye(yp(f1(u,t),f2(u,t),f3(u,t))),BLUE);
getch();
closegraph();
}
```