```c
//CUB IN 3D!!!
#include<stdio.h>
#include<graphics.h>
#include<conio.h>
#include<math.h>
#define pi 3.14142

typedef struct point{
    int x;
    int y;
    int z;
    }punct;

double xrmin=-2,xrmax=2,yrmin=-2,yrmax=2;
double sx,sy;
float f=0.5,t;
int x,y,z,nf;

int
V[4][20]={{0,2,2,0,0,2,2,0},{0,0,1,1,0,0,1,1},{0,0,0,0,1,1,1,1},{1,1,1,1,1,1,1,1
}};
int
F[20][20]={{4,4,4,4,4,4},{0,1,2,0,0,4},{1,2,3,3,1,5},{5,6,7,7,2,6},{6,5,6,4,3,7}
};

int xemin=0,xemax,yemin=0,yemax;
punct r,r0,rc,n;

int xe(double xr){
   return xemin+sx*(xr-xrmin);
                }

int ye(double yr){
   return yemax-sy*(yr-yrmin);

}

  double xp(double xr,double yr,double zr)
       {t=M_PI/4;
    // return yr-f*cos(t)*xr;
 return xr-f*cos(t)*zr;
 }
  double yp(double xr,double yr,double zr)
       {t=M_PI/4;
  //   return zr-f*sin(t)*xr;
     return yr-f*sin(t)*zr;
   }




 void main(){
  double xr,yr,zr,xc,yc,zc;
  int gdriver=DETECT,gmode,errorcode;
  int a,i,j,nj,px,py,pz,nf=6;//nr. fete
  double past,t;
  clrscr();
  initgraph(&gdriver, &gmode, "c:\\tc\\bgi");
```