```c
}
float yp(float a,float b,float c){
return c-b*sin(M_PI/4)/2;
}

void main(){
init();
axe();
float u=0,v=0;
float pasv=0.2;
float pasu=0.2;
float i=0;
float pas=0.01;

 while(v<=2*M_PI)

   {while(i<=2*M_PI)
    {

putpixel(xe(xp(f1(i,v),f2(i,v),f3(i,v))),ye(yp(f1(i,v),f2(i,v),f3(i,v))),GREEN);
   i+=pas;
  }
 i=0;
 v+=pasv;}

getch();
i=0;
while(u<=2*M_PI)
  {while(i<=2*M_PI)
   {

putpixel(xe(xp(f1(u,i),f2(u,i),f3(u,i))),ye(yp(f1(u,i),f2(u,i),f3(u,i))),GREEN);
   i+=pas;
  }i=0; u+=pasu;}

getch();
}
```