

```
EnableOpenGL (hWnd, &hDC, &hRC);

    /* OpenGL animation code goes here */

    glClearColor (0.0f, 0.0f, 0.0f, 0.0f);
    glClear (GL_COLOR_BUFFER_BIT);

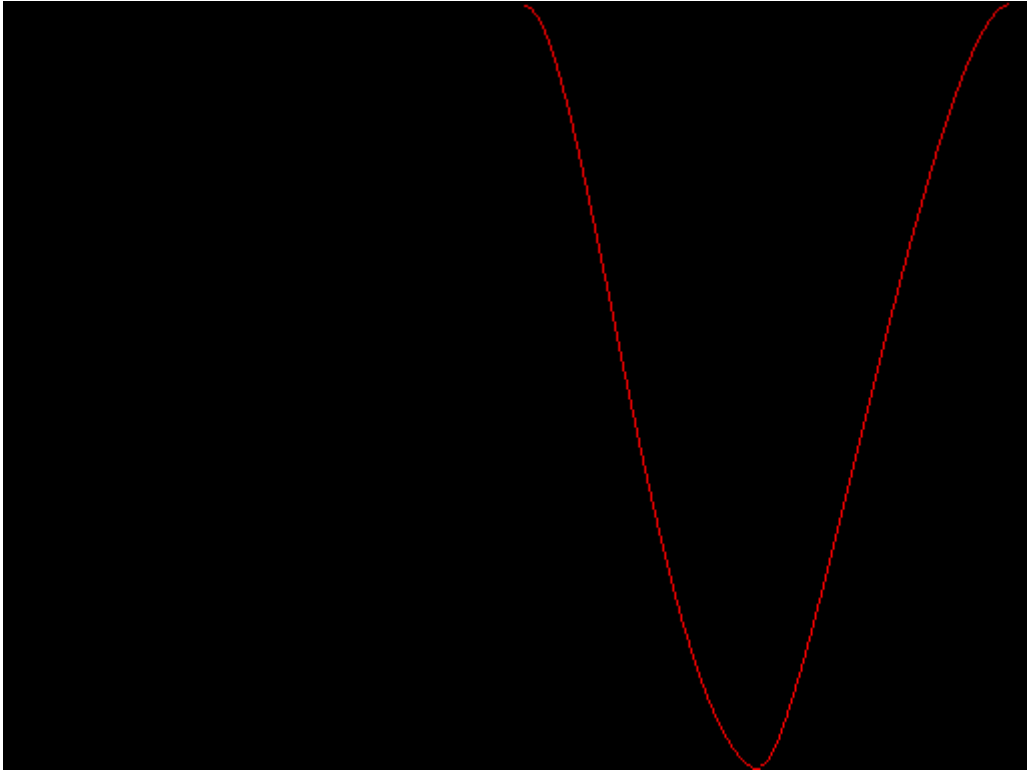
    glPushMatrix ();
    for (grados=0;grados<=360;grados++)
    {

        radianes=grados*PI/180;
        printf("\nEL GRADO: %d ES IGUAL EN RADIANTES A: %f",grados,radianes);
        s=cos(radianes);
        printf("\n%lf",s);
        glRotatef (theta, 0.0f, 0.0f, 1.0f);
        glBegin (GL_POINTS);
        glColor3f (1.0f, 0.0f, 0.0f);
        glVertex2f (radianes/(2*PI), s);
        glEnd ();
    }
    glPopMatrix ();

    SwapBuffers (hDC);

    Sleep (2000);

    /* shutdown OpenGL */
```



(DIBUJO HECHO CON PAINT)