

```
/*  
 * Includes  
 *  
 */  
#include <windows.h>  
#include <gl/gl.h>  
#include <conio.h>  
#include <math.h>  
#define PI 3.141516  
#include <stdio.h>  
  
/*  
 * Function Declarations  
 *  
 */  
  
LRESULT CALLBACK WndProc (HWND hWnd, UINT message,  
WPARAM wParam, LPARAM lParam);  
void EnableOpenGL (HWND hWnd, HDC *hDC, HGLRC *hRC);  
void DisableOpenGL (HWND hWnd, HDC hDC, HGLRC hRC);  
  
/*  
 * WinMain  
 *  
 */  
  
int WINAPI WinMain (HINSTANCE hInstance,  
HINSTANCE hPrevInstance,
```

```
/* 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 RADIANES A: %f",grados,radianes);
s=sin(radianes);
printf("\n%f",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 ();

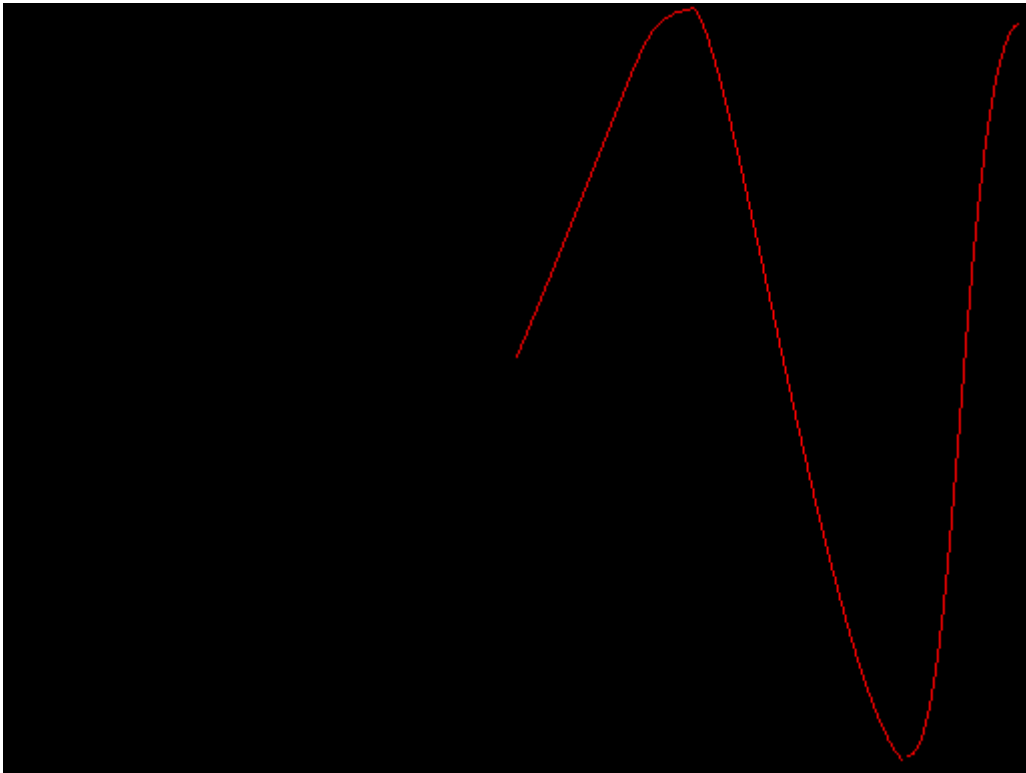
SwapBuffers (hDC);

Sleep (2000);

/* shutdown OpenGL */
DisableOpenGL (hWnd, hDC, hRC);

/* destroy the window explicitly */
```

Y la gráfica sale así:



(DIBUJO HECHO CON PAINT)