

```
1  ^  # GENERADOR DE ESTRELLAS #
2  ^  #   Marize Benayas Pazos   #

3  MODE 1:BORDER 26:INK 0,26:INK
K 1,6:INK 2,0
4  INPUT"- Radio Mayor: ";rh
5  INPUT"- Radio Menor: ";rv
6  IF rv>rh THEN a=rh:rh=rv:rv=
a
7  CLG:co=1:GOSUB 18
8  ORIGIN 320,200:DEG
9  FOR r=rh TO 0 STEP -30
10  FOR x=0 TO 360 STEP 12
11  PLOT r*SIN(x),r*COS(x),2
12  DRAW rv*SIN(x+6),rv*COS(x+6
)
13  DRAW r*SIN(x+12),r*COS(x+12
)
14  NEXT x:GOSUB 18
15  MOVE 1,1:GRAPHICS PEN 2:FIL
L co
16  NEXT r:CALL &BB18:RUN
17  ^
18  IF co=1 THEN co=0 ELSE co=1
19  RETURN
```

```

1  ^  #  ROTACIONES Y GIROS  #
2  ^  #  Marize Benayas Pazos  #

3  MODE 2:BORDER 26:INK 1,0:INK
   0,26
4  INPUT"-LADOS : ";la:au=360/l
a
5  hy=50:inc=10+RND*50
6  FOR p=0 TO 360 STEP inc
7  ORIGIN 100*SIN(p)+320,50*COS
   (p)+150:DEG
8  FOR x=p TO 360+p STEP au
9  GOSUB 16
10 x=x+au:GOSUB 17:x=x-au:GOSU
   B 16
11 hy=hy*2:GOSUB 17:GOSUB 16
12 x=x+au:GOSUB 17:x=x-au:hy=h
   y/2
13 NEXT:CLG:NEXT
14 RUN
15 ^
16 PLOT 50*SIN(x),25*COS(x)+hy
   ,1:RETURN
17 DRAW 50*SIN(x),25*COS(x)+hy
   ,1:RETURN

```

```
1  ^  #                PAPELERA                #
2  ^  # Marize Benayas Pazos #
3  MODE 2:BORDER 26:INK 0,26:IN
K 1,6
4  r1=100:r2=r1/2.5
5  a1=80:a2=300
6  ORIGIN 320,0:DEG
7  FOR an=0 TO 360 STEP 8.3
8  PLOT r1*SIN(an),r2*COS(an)+a
1,1
9  DRAW r1*SIN(an+8.3),r2*COS(a
n+8.3)+a1
10 DRAW r1*COS(an),r2*SIN(an)+
a2
11 DRAW r1*COS(an+8.3),r2*SIN(
an+8.3)+a2
12 NEXT:CALL &BB18
```

```

1  ~  #          MONTES          #
2  ~  # Marize Benayas Pazos #
3  MODE 2:ORIGIN 280,200:DEG
4  n=180:y=cos(n/4):x=sin(n/4)
5  FOR z=n TO -n STEP -20
6  FOR v=-n TO n STEP 2
7  GOSUB 11
8  MOVE ho,ve-2:DRAW ho,-200,0
9  NEXT v,z:CALL &BB18:END
10 ~
11 w=sin(v)*cos(z)*100
12 ho=INT(0.5*(v+z*y)):ve=INT(
0.5*(w+z*x))
13 PLOT ho,ve,1:RETURN

```

```
1  ^  #          PARABOLAS          #
2  ^  # Marize Benayas Pazos #
3  MODE 2; BORDER 26: INK 0, 26: IN
K 1, 0
4  PRINT CHR$(23)CHR$(1)
5  FOR p=0.01 TO 0.04 STEP 0.00
1
6  ORIGIN 320, 200: DEG
7  FOR y=-100 TO 0 STEP 2
8  x=y^2/2*p
9  PLOT x, y, 1: PLOT x, -y, 1
10 PLOT -x, y, 1: PLOT -x, -y, 1
11 PLOT y, x, 1: PLOT -y, x, 1
12 PLOT y, -x, 1: PLOT -y, -x, 1
13 NEXT y, p
14 ORIGIN 0, 0: WHILE -1
15 FOR o=1 TO 639
16 MOVE o, 1: DRAW o, 400, 1
17 NEXT: WEND
```



```

1  ~  #          SINUSOIDES          #
2  ~  # Marize Benayas Pazos #
3  MODE 2:ORIGIN 320,200:RAD
4  i1=1+RND*22:i2=1+RND*22
5  FOR x=0 TO 1000 STEP 0.8
6  PLOT 200*COS(x/i1),200*SIN(x
 /i2),1
7  DRAW 200*COS((x+0.8)/i1),200
 *SIN((x+0.8)/i2),1
8  IF INKEY$("<>") THEN 3:~ Si no
   te gusta el dibujo

```

presiona cualquier tecla.

```

9  NEXT:CALL &BB18:RUN

```

```
1  ^ # Marize Benayas Pazos #
2  MODE 2:ORIGIN 320,200:RAD
3  au=0.1:GOSUB 9
4  FOR x=0 TO 1000 STEP au
5  PLOT 200*COS(x/11),200*SIN(x
 /12),1
6  DRAW 200*COS((x+au)/11),200*
 SIN((x+au)/12),1
7  IF INKEY$(">") THEN 2
8  NEXT:CALL &BB18:RUN
9  ^
10  12=VAL("0.0"+STR$(RND*9))
11  11=VAL("0.0"+STR$(RND*9))
12  IF 11=0 OR 12=0 THEN 9
13  RETURN
```

```
1  ^  # DISEÑADOR DE GRAFICOS #
2  ^  # Marize Benayas Pazos #
3  MODE 2:x=320:y=200:GOSUB 11
4  WHILE INKEY(9)=-1
5  ^Debes usar las teclas del c
  ursor y para terminar la tecla
    ^COPIA^
6  IF INKEY(0)<>-1 THEN y=y+2:G
  OSUB 11
7  IF INKEY(2)<>-1 THEN y=y-2:G
  OSUB 11
8  IF INKEY(8)<>-1 THEN x=x-1:G
  OSUB 11
9  IF INKEY(1)<>-1 THEN x=x+1:G
  OSUB 11
10 WEND:END
11 ^
12 PLOT x,y,1:RETURN
```



```

1  ~ #          DISTORSION          #
2  ~ # Marize Benayas Pazos #
3  MODE 2:BORDER 24:INK 0,24:IN
K 1,0
4  co=1:GOSUB 14
5  ORIGIN 320,200:DEG
6  FOR r=300 TO 0 STEP -32
7  r1=r/1.5:r2=r/2
8  FOR x=0 TO 360 STEP 12
9  GOSUB 17
10 NEXT x:GOSUB 14
11 MOVE 1,1:GRAPHICS PEN co:FI
LL co
12 NEXT r:CALL &BB18:END
13 ~
14 IF co=1 THEN co=0:col=1:GOT
O 16
15 IF co=0 THEN co=1:col=0
16 RETURN
17 ~
18 PLOT r*SIN(x),r2*COS(x),col
19 DRAW r1*SIN(x+6),r1*COS(x+6
)
20 DRAW r*SIN(x+12),r2*COS(x+1
2)
21 RETURN

```