

|                                      |                                                |                                      |
|--------------------------------------|------------------------------------------------|--------------------------------------|
| 10 MODE 1                            | 210 XF1=(X1/Z1)*FACT:YF1=(Y1/Z1)*FACT          | 420 GOSUB 140                        |
| 20 GOSUB 530                         | T                                              | 430 RETURN                           |
| 30 MODE 1:ORIGIN 320,200:DEG         | 220 XF2=(X2/Z2)*FACT:YF2=(Y2/Z2)*FACT          | 440 REM ROTA OBJETO ALREDEDOR DE EJE |
| 40 GOSUB 140                         | T                                              | Z                                    |
| 50 IF INKEY(12)=0 THEN AN=G:GOSUB 26 | 230 MOVE XF1,YF1:DRAW XF2,YF2                  | 450 SEND=SIN(AN):COSEND=COS(AN)      |
| 0                                    | 240 NEXT N                                     | 460 FOR N=1 TO PUN                   |
| 60 IF INKEY(14)=0 THEN AN=-G:GOSUB 2 | 250 RETURN                                     | 470 X=C(1,N):Y=C(2,N):Z=C(3,N)       |
| 60                                   | 260 REM ROTA OBJETO ALREDEDOR DE EJE           | 480 PX=COSEND*X-SEND*Y:PY=SEND*X+COS |
| 70 IF INKEY(4)=0 THEN AN=G:GOSUB 350 | X                                              | END*Y:PZ=Z                           |
| 80 IF INKEY(20)=0 THEN AN=-G:GOSUB 3 | 270 SEND=SIN(AN):COSEND=COS(AN)                | 490 C(1,N)=PX:C(2,N)=PY:C(3,N)=PZ    |
| 50                                   | 280 FOR N=1 TO PUN                             | 500 NEXT N                           |
| 90 IF INKEY(13)=0 THEN AN=G:GOSUB 44 | 290 X=C(1,N):Y=C(2,N):Z=C(3,N)                 | 510 GOSUB 140                        |
| 0                                    | 300 PX=X:PY=COSEND*Y-SEND*Z:PZ=SEND*Y+COSEND*Z | 520 RETURN                           |
| 100 IF INKEY(5)=0 THEN AN=-G:GOSUB 4 | 310 C(1,N)=PX:C(2,N)=PY:C(3,N)=PZ              | 530 MODE 1:INPUT "FIGURA A CARGAR:"  |
| 40                                   | 320 NEXT N                                     | N\$:MODE 1                           |
| 110 IF INKEY(7)=0 THEN D=D+1:GOSUB 1 | 330 GOSUB 140                                  | 540 OPENIN N\$:INPUT #9,FACT,PUN,LIN |
| 40                                   | 340 RETURN                                     | 550 D=10:G=10                        |
| 120 IF INKEY(15)=0 AND D)=8 THEN D=D | 350 REM ROTA OBJETO ALREDEDOR DE EJE           | 560 DIM C(3,PUN),L(2,LIN)            |
| -1:GOSUB 140                         | Y                                              | 570 FOR N=1 TO PUN                   |
| 130 GOTO 50                          | 360 SEND=SIN(AN):COSEND=COS(AN)                | 580 INPUT #9,C(1,N),C(2,N),C(3,N)    |
| 140 REM PINTA CUADRADO               | 370 FOR N=1 TO PUN                             | 590 NEXT N                           |
| 150 CLS                              | 380 X=C(1,N):Y=C(2,N):Z=C(3,N)                 | 600 FOR N=1 TO LIN                   |
| 160 FOR N=1 TO LIN                   | 390 PX=COSEND*X-SEND*Z:PY=Y:PZ=SEND*X+COSEND*Z | 610 INPUT #9,L(1,N),L(2,N)           |
| 170 P1=L(1,N):P2=L(2,N)              | 400 C(1,N)=PX:C(2,N)=PY:C(3,N)=PZ              | 620 NEXT N                           |
| 180 X1=C(1,P1):Y1=C(2,P1):Z1=C(3,P1) | 410 NEXT N                                     | 630 CLOSEIN                          |
| 190 X2=C(1,P2):Y2=C(2,P2):Z2=C(3,P2) |                                                | 640 RETURN                           |
| 200 Z1=Z1+D:Z2=Z2+D                  |                                                |                                      |