



Creando un cuadrado dentro de un marco:

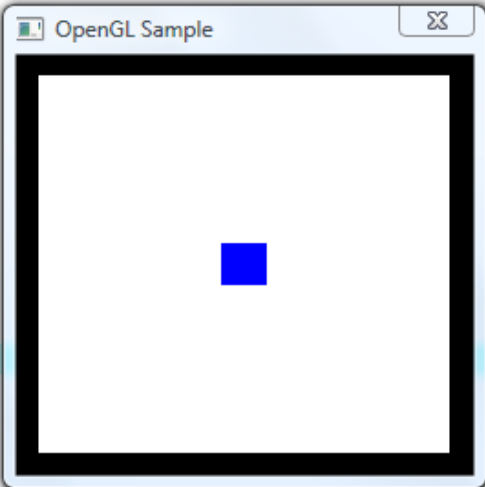
```
main.c |
    glPushMatrix ();
glBegin(GL_QUADS);
glColor3f(1.0f, 1.0f, 1.0f);
glVertex2f(-.9,-.9);
glVertex2f(.9,-.9);
glVertex2f(.9,.9);
glVertex2f(-.9,.9);
glEnd();
    glPopMatrix ();
    glPushMatrix ();

glBegin(GL_QUADS);
glColor3f(0.0f, 0.0f, 1.0f);
glVertex2f(-.1,.1);
glVertex2f(.1,.1);
glVertex2f(.1,-.1);
glVertex2f(-.1,-.1);
glEnd();

    glPopMatrix ();

SwapBuffers (hDC);

theta += 1.0f;
```

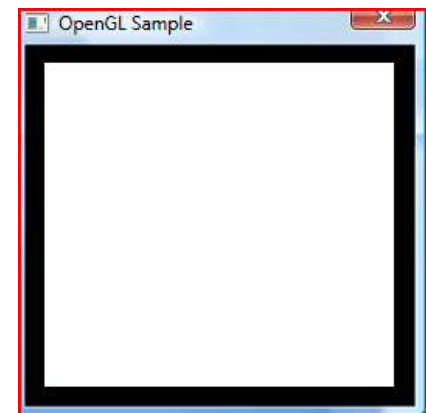


Moviendo aleatoriamente el cuadrado dentro del marco:

```
    glPushMatrix ();
glBegin(GL_QUADS);
glColor3f(1.0f, 1.0f, 1.0f);
    glVertex2f(-.9,-.9);
    glVertex2f(.9,-.9);
    glVertex2f(.9,.9);
    glVertex2f(-.9,.9);
glEnd();
glPopMatrix ();
glPushMatrix ();
x=i;
y=j;
for (i=.1;i<.9;i++)
    srand(2);
    x=rand();
for (j=.1;j<.9;j++)
    srand(2);
    y=rand();
    glBegin(GL_QUADS);
    glColor3f(0.0f, 0.0f, 1.0f);
    glVertex2f(x,y);
    glVertex2f(x+.1,y+.1);
    glVertex2f(x+.1,y-.1);
    glVertex2f(x-.1,y-.1);

    glEnd();

glPopMatrix ();
```



No me sale el cuadrado pequeño...ya están declaradas las variables.