

```
WindowWidth = DisplayWidth
WindowHeight = DisplayHeight
sx = WindowWidth
sy = WindowHeight
"=====
prompt "Speed X 1 =" ; qa$
a = int( val( qa$ ) )
prompt "Speed Y 1 =" ; qb$
b = int( val( qb$ ) )
prompt "Speed X 2 =" ; qc$
c = int( val( qc$ ) )
prompt "Speed Y 2 =" ; qd$
d = int( val( qd$ ) )
prompt "Speed Color =" ; qe$
e = int( val( qe$ ) )
"=====
pi = atn( 1 ) * 4
wind$ = " | X1 = " + str$( a ) _
+ " | Y1 = " + str$( b ) _
+ " | X2 = " + str$( c ) _
+ " | Y2 = " + str$( d ) _
+ " | Color = " + str$( e ) + " |"
nomainwin
open "Speed" + wind$ for graphics as #m
#m , "trapclose [quit]"
#m , "fill black"
for i = 0 to pi * 2 step pi / 200
#m , "down"
#m , "color " ; sin( i * e ) * 127 + 128 _
; " " ; sin( i * e - 2 / 3 * pi ) * 127 + 128 _
; " " ; sin( i * e + 2 / 4 * pi ) * 127 + 128
#m , "line " ; sin( i * a ) * sx / 4 + sx / 2 _
; " " ; cos( i * b ) * sy / 4 + sy / 2 _
; " " ; sin( i * c ) * sx / 4 + sin( i * a ) * sx / 4 + sx / 2 _
; " " ; cos( i * d ) * sy / 4 + cos( i * b ) * sy / 4 + sy / 2
#m , "up"
next i
#m , "flush"
wait
[quit]
close #m
end
```