double xx=300,yy=300,x=300,y=300,wdth=100,a=360/4,b=360/360,m[5][2];

double cosa=cos(b\*(M\_PI/180)),

sina=sin(b\*(M\_PI/180)),

sinb=sin(a\*(M\_PI/180)),

cosb=cos(a\*(M\_PI/180));

Canvas->Pen->Color=clRed;

Canvas->MoveTo(x,y);

int it=0;

m[0][0]=x;

m[0][1]=y;

Canvas->Pen->Color=clRed;

Canvas->MoveTo(x,y);

m[0][0]=x;

m[0][1]=y;

m[1][0]=x+100;

m[1][1]=y;

m[2][0]=x+100;

m[2][1]=y+100;

m[3][0]=x;

m[3][1]=y+100;

m[4][0]=x;

m[4][1]=y;

Canvas->LineTo(m[1][0],m[1][1]);

Sleep(200) ;

Canvas->LineTo(m[2][0],m[2][1]);

Sleep(200) ;

Canvas->LineTo(m[3][0],m[3][1]);

Sleep(200) ;

Canvas->LineTo(m[4][0],m[4][1]);

Sleep(2000) ;

for (double ii=1; ii < 60; ii++) {

for (int t=0; t < 5; t++)

{

m[t][0]=(m[t][0]-350)\*cosa-(m[t][1]-350)\*sina+350;

m[t][0]= m[t][0]\*1.000005;

m[t][1]=(m[t][0]-350)\*sina+(m[t][1]-350)\*cosa+350;

m[t][1]= m[t][1]\*1.000005;

}

Canvas->MoveTo(m[0][0],m[0][1]);

Sleep(20) ;

Repaint();

for (int i = 0; i < 5; i++) {

Canvas->LineTo(m[i][0],m[i][1]);

}

Canvas->LineTo(m[0][0],m[0][1]) ;

}