

```
1: #include "Triangle.hpp"
2: #include <ctime>
3: #include <random>
4:
5: std::random_device rd;
6: std::mt19937 mt(rd());
7: std::uniform_int_distribution<int> dist(0, 255);
8:
9: int offset1 = dist(mt);
10: int offset2 = dist(mt);
11: int offset3 = dist(mt);
12:
13: void Triangle::draw(sf::RenderTarget& target, sf::RenderStates states) co
nst {
14:     target.draw(triangle, states);
15: }
16:
17: Triangle::Triangle(double initX, double initY, double initL):
18:     x(initX), y(initY), l(initL) {
19:     double i = sqrt(.75 * pow(l, 2));
20:     triangle.setPointCount(3);
21:     triangle.setPoint(0, Vector2f(static_cast<float>(0),
22:         static_cast<float>(0)));
23:     triangle.setPoint(1, Vector2f(static_cast<float>(1),
24:         static_cast<float>(0)));
25:     triangle.setPoint(2, Vector2f(static_cast<float>(1/2),
26:         static_cast<float>(i)));
27:     sf::Color color((time(0) * 5 + offset1) % 256,
28:         (time(0) * 5 + offset2) % 256, (time(0) * 5 + offset3) % 256);
29:     triangle.setOutlineColor(color);
30:     triangle.setOutlineThickness(2);
31:     triangle.setPosition(x, y);
32: }
```