// 系数数组

double a[8][6] = {

{ 0.08, -0.031, 0.084, 0.0306, 5.17, 7.97 },

{ 0.0801, 0.0212, -0.08, 0.0212, 6.62, 9.4 },

{ 0.75, 0, 0, 0.53, -0.357, 1.106 },

{ 0.943, 0, 0, 0.474, -1.98, -0.65 },

{ -0.402, 0, 0, 0.402, 15.513, 4.588 },

{ 0.217, -0.052, 0.075, 0.15, 3.0, 5.74 },

{ 0.262, -0.105, 0.114, 0.241, -0.473, 3.0405 },

{ 0.22, 0, 0, 0.43, 14.6, 4.286 }

};

double x0 = 0.0, y0 = 0.0, x1 = 0.0, y1 = 0.0;

int i, r;

for (i = 0; i < 100000; i++)

{

r = rand() % 187;

if (r < 12)

{

x1 = a[0][0] \* x0 + a[0][1] \* y0 + a[0][4];

y1 = a[0][2] \* x0 + a[0][3] \* y0 + a[0][5];

}

else if (r < 22)

{

x1 = a[1][0] \* x0 + a[1][1] \* y0 + a[1][4];

y1 = a[1][2] \* x0 + a[1][3] \* y0 + a[1][5];

}

else if (r < 100)

{

x1 = a[2][0] \* x0 + a[2][1] \* y0 + a[2][4];

y1 = a[2][2] \* x0 + a[2][3] \* y0 + a[2][5];

}

else if (r < 112)

{

x1 = a[3][0] \* x0 + a[3][1] \* y0 + a[3][4];

y1 = a[3][2] \* x0 + a[3][3] \* y0 + a[3][5];

}

else if (r < 180)

{

x1 = a[4][0] \* x0 + a[4][1] \* y0 + a[4][4];

y1 = a[4][2] \* x0 + a[4][3] \* y0 + a[4][5];

}

else

{

x1 = a[5][0] \* x0 + a[5][1] \* y0 + a[5][4];

y1 = a[5][2] \* x0 + a[5][3] \* y0 + a[5][5];

}

x0 = x1;

y0 = y1;

pDC->SetPixel((int)(x0 \* 50 + 0), (int)(-y0 \* 50 + 500), RGB(0, 0, 0)); // 使用黑色绘制点

}