Sine Wave

Sometimes it's the simple things that you want. Nothing challenging, nothing involved. Just a few simple lines of code that produce something pretty to look at. This program uses the sine function to make a sinuous curve down your computer screen. There's not much to it, but that's part of the appeal.

Sine Wave is by R. Alan Monroe inspired by a BASIC program of the same name by David H. Ahl as found it *101 BASIC Games* © 1978.

```
/* sinewave.c linsting begins: */

#include <stdio.h>
#include <math.h>

int main()
{
   float t, a;
   int s, b;

   b=0;
   for (t=0; t<40; t+=.25) {
       a = 26 + 25 * sin(t);
       for (s=0; s < a; s++) printf(" ");
       if (b==0) {
           printf( "Hello\n" );
           b=1;
       } else {
           printf( "World\n" );
           b=0;
       }
   }

   return 0;
}
```