```
#include <iostream>
#include <time.h>
#include <GL/glut.h>

using namespace std;

const GLsizei w = 800, h = 800;

void Display();
void Line(int x1, int y1, int x2, int y2, float red, float green, float blue);
void Fuga();
int main(int argc, char** argv) {
	glutInit(&argc, argv);
	glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
	glutInitWindowPosition(600, 200);
	glutInitWindowSize(w, h);
	glutCreateWindow("COLORS");
	glutDisplayFunc(Display);
	gluOrtho2D(-(w / 2), w / 2, -(h / 2), h / 2);
	glutMainLoop();
	return 0;
}
void Line(int x1, int y1, int x2, int y2, float red, float green, float blue) {
	glLineWidth(8);
	glBegin(GL_LINES);
	glColor3f(red / 255, green / 255, blue / 255);
	glVertex2d(x1, y1);
	glVertex2d(x2, y2);
	glEnd();
	glFlush();
}
void Display() {
	Line(-(w / 2), 0, w / 2, 0, 255, 255, 255);
	Fuga();
}
void Fuga() {
	int red, green, blue;
	srand(time(NULL));
	for (int i = -600; i <= 600; i += 20) {
		red = rand() % (256);
		green = rand() % (256);
		blue = rand() % (256);
		Line(-(w / 2), 0, 0, i, red, green, blue);
		Line(0, i, w / 2, 0, red, green, blue);
	}
	for (int i = -600; i <= 600; i += 20) {
		red = rand() % (256);
		green = rand() % (256);
		blue = rand() % (256);
		Line(0, -(h / 2), i, 0, red, green, blue);
		Line(i, 0, 0, h / 2, red, green, blue);
	}
}
```