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#include "graphics.h"
#include <stdlib.h>
#include <time.h>

void randomlines( int howmany ) {
    for( int i = 0; i < howmany; i++ ) {
        setcolor( rand() % 14 + 1 );
        line( rand()%getmaxx(), rand()%getmaxy(), rand()%getmaxx(), rand()%getmaxy() );
    }
}

int main(void)
{
    int gd, gm;

    gd = VGA;
    gm = VGAMAX;
    srand(time(0));
    initgraph(&gd, &gm, "");

    randomlines( rand() % 40 + 10 );

    getch();
    closegraph();

    return 0;
}
```