

Installing and running graphics.h on linux

Tested on ubuntu 16.04

- Launch a terminal window and run the following commands:
 - `sudo apt-get install build-essential`
 - `sudo apt-get install aptitude`
 - `sudo aptitude install libsdl1.2-dev libsdl-image1.2-dev libsdl-mixer1.2-dev libsdl-ttf2.0-dev libpulse-dev libxt-dev`
 - `sudo apt-get install guile-1.8-dev guile-1.8-libs`

(additionally you can also install `guile-2.0-dev` and `guile-2.0-libs`)

- Then download the library from the following link and extract it and cd into the folder
 - run the following commands:
 - `./configure`
 - `make`
 - `sudo make install`
 - `sudo cp /usr/local/lib/libgraph.* /usr/lib`

- usage:

`include graphics.h`

base template for any graphics mode code:

```
int gd=DETECT,gm;  
initgraph(&gd,&gm,"");  
getch();  
closegraph();
```

include this either in main or the function for graphics

- compiling:

```
g++ -o >name< >sourceCode.cpp< -lgraph  
./>name<
```