Creation of smiley like object using simple inbuilt graphic functions from graphics.h

CODE:

```c
#include <graphics.h>
#include <conio.h>
#include <stdio.h>

int main(){
        int bg = DETECT, bd = DETECT;
        initgraph(&bg, &bd, "C:\\TURBOC3\\BGI");
        setcolor(YELLOW);
        circle(300, 200, 60);
        setfillstyle(SOLID_FILL, YELLOW);
        floodfill(300, 200, YELLOW);
        setcolor(BLACK);
        setfillstyle(SOLID_FILL, BLACK);
        fillellipse(310, 185, 4, 12);
        fillellipse(290, 185, 4, 12);
        for (int i=9; i<=11; i++)
                ellipse(300, 220, 205, 335, 20, i);
        getch();
        return 0;
}
```

Output: