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

**CODE:**

#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:**

