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C++ Programming
Setting Up Graphics With Dev C++

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Setting up Graphics with Dev C++

We will use BGI (Borland Graphics Interface) Libraries for Windows.

In order to use Graphics with Dev C++, you must follow several steps.

Steps

Note: The folder path may vary slightly depending on where you installed Dev C++

1. Install Dev C++ to the computer's Data D: Drive

2. From my website, download **graphics.h**

    Copy it to the folder: D:\Dev-Cpp\MinGW64\x86_64-w64-mingw32\include

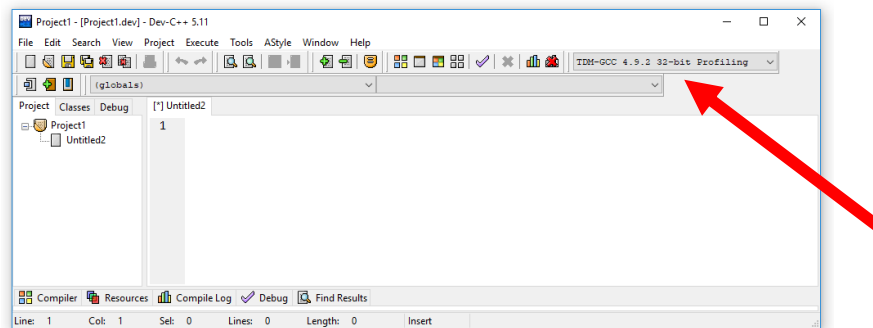3. From my website, download **winbgim.h**

    Copy it to the folder: D:\Dev-Cpp\MinGW64\x86_64-w64-mingw32\include

4. From my website, download **libbgi.a**

    Copy it to the folders: D:\Dev-Cpp\MinGW64\lib
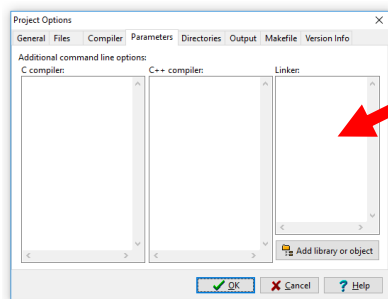   D:\Dev-Cpp\MinGW64\x86_64-w64-mingw32\lib

5. Open a new project in Dev C++ (be sure to use the version you installed on the D: Drive)
   and choose **Empty Project**.

6. In the title bar, choose **TDM-GCC 4.9.2 32-bit Profiling** option in the dropdown.

6. Select ... **Project | Project Options** and then choose the **Parameters** tab.

    Copy and paste the following in the linker column

-lbgi
-lgdi32
-lcomdlg32
-luuid
-loleaut32
-lole32

Test Program

If you did everything correctly, the following program should compile and execute.

It creates a circle.

```
#include <winbgim.h>
#include <conio.h>

using namespace std;

int main()
{
    initwindow(400, 400);

    setbkcolor(4); // Blue
    setcolor(15); // White

    circle(200,200,100);

    getch();

    closegraph();

    return 0;
}
```