Graphics Assignment

Pick 2 of the 3 following assignments to complete. Use WinBGI to display the graphics.

1. Create a program, that using a structure that defines, draws, and stores information about a line, create two lines at random. Check to see if the two lines intersect. Continue creating pairs of lines until one pair intersects. At the PoI (Point of Intersection) draw a circle. (Clear the device between draws)
2. Create a program that generates a circle in the center of the screen. Draw a slightly larger black circle on top of it, and then change its center with some form of change in the x, and change in the y uniformly. Make sure that when it hits one of the edges of the screen. It stops, changes color, speed, and possibly size. Continue drawing in an infinite loop.
3. Randomly create 3 Rectangles. Continue doing this and clearing the screen in between until you have 3 Rectangles who test each other for intersection and none of them do.

Remember all shapes/object displayed must be defined with a structure format, and have the functions they use created defined inside them.