**LAB 1. ANIMATION OF A CIRCLE USING C++ GRAPHICS**

**SOURCE CODE:**

#include<graphics.h>

#include<iostream>

#include<stdlib.h>

#include<iomanip>

#define n 10

void draw(int cx, int cy, int r)

{

inti,gap=0;

for(i=0;i<n;i++)

{

setcolor(rand()%10);

circle(cx,cy,r+gap);

gap+=10;

}

delay(100);

cleardevice();

}

int main()

{

intgdriver=DETECT,gmode;

initgraph(&gdriver, &gmode, "");

int cx=300,cy=200,r=10;

while(1)

{

draw(cx,cy,r);

}

getch();

closegraph();

}

**OUTPUT:**

