ARYAMAN MISHRA

19BCE1027

Multiple Shapes in C(with proof of Code in Turbo C++)

Single Line:

```
#include<graphics.h>

#include<stdio.h>

#include<conio.h>

void main(void){

int gdriver=DETECT,gmode;

int x1=200,y1=200;

int x2=300,y2=300;

clrscr();

initgraph(&gdriver,&gmode,"c:\\turboc3\\bgi");

line(x1,y1,x2,y2);

getch();

closegraph();

}
```
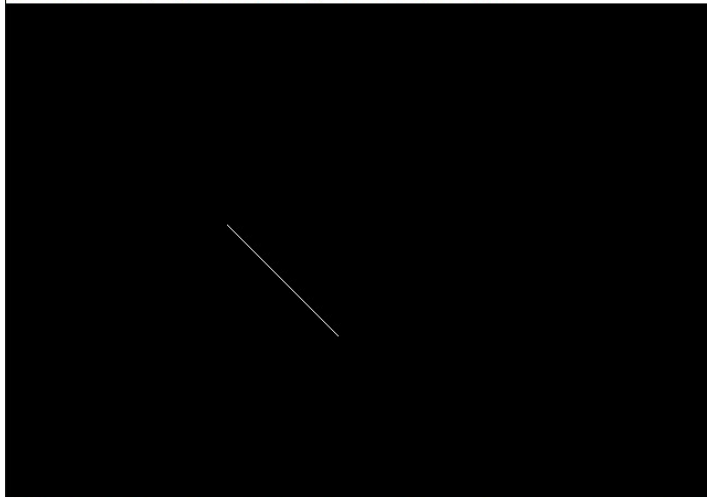
```
≡   File   Edit   Search   Run   Compile   Debug   Project   Options      Window   Help
[■]================ \TURBOC3\PROJECTS\LAB1.C ===============1=[↑]
#include<graphics.h>
#include<stdio.h>
#include<conio.h>
void main(void){
int gdriver=DETECT,gmode;
int x1=200,y1=200;
int x2=300,y2=300;
clrscr();
initgraph(&gdriver,&gmode,"c:\\turboc3\\bgi");
line(x1,y1,x2,y2);
getch();
closegraph();
}

      1:1
F1 Help   F2 Save   F3 Open   Alt-F9 Compile   F9 Make   F10 Menu
```

Multiple Lines:

```c
#include<stdio.h>
#include<graphics.h>
#include<conio.h>
int main()
{
int gd=DETECT,gm;
initgraph(&gd,&gm,"c:\\turboc3\\bgi");
line(150,150,450,150);
line(150,200,450,200);
line(150,250,450,250);
getch();
closegraph();
return 0;
}
```
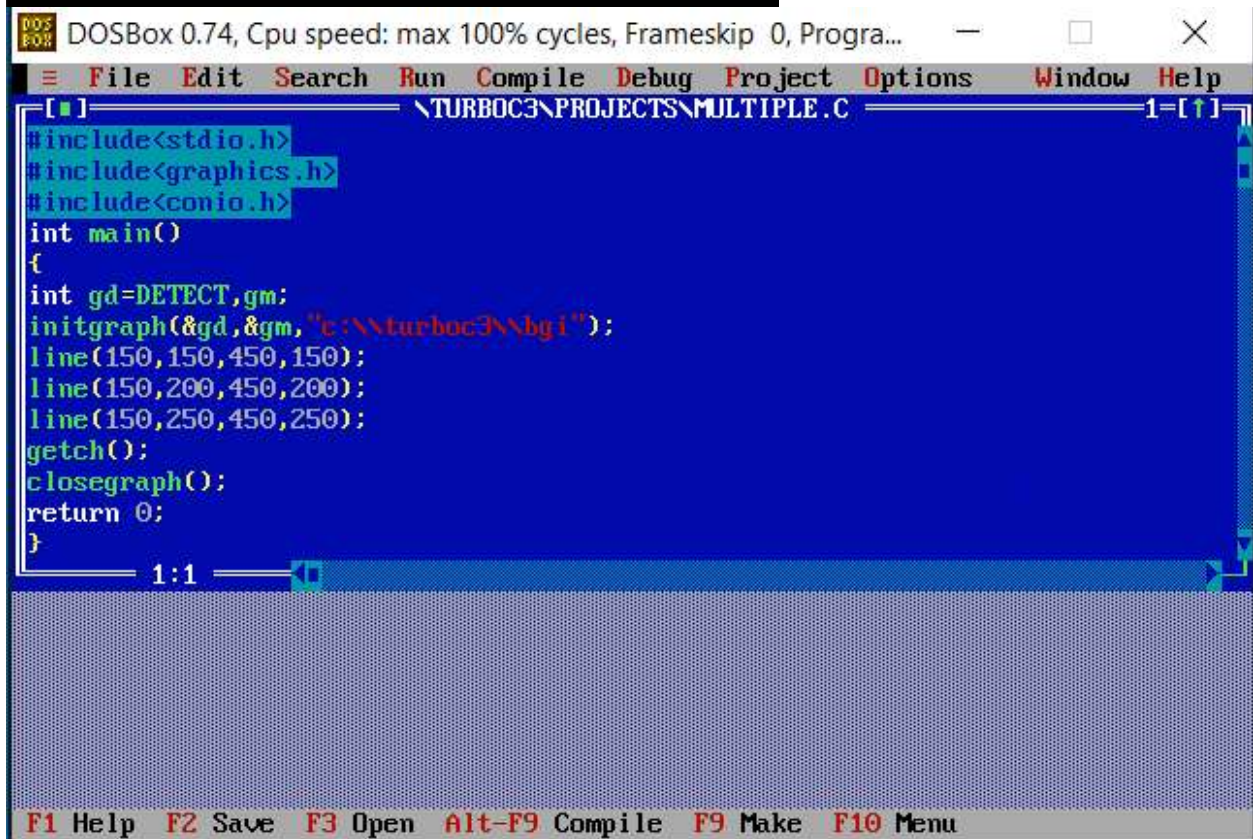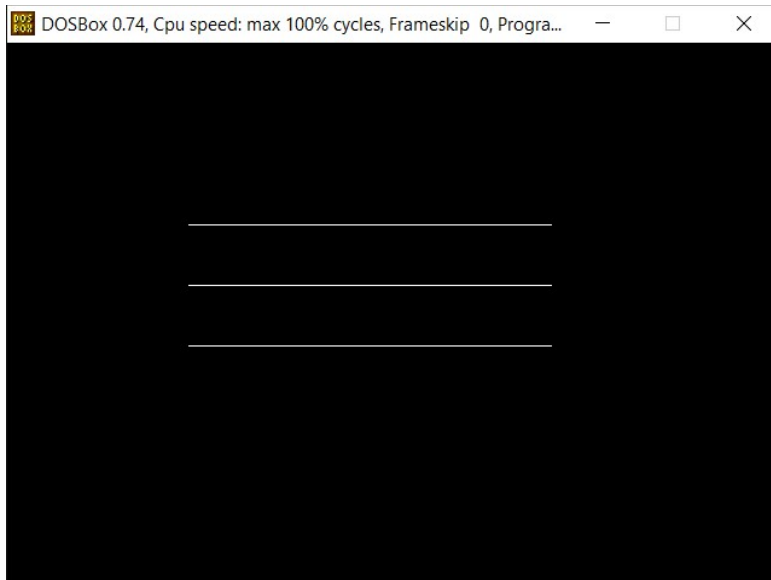
```
≡  File  Edit  Search  Run  Compile  Debug  Project  Options        Window  Help
┌[■]══════════════════════\TURBOC3\PROJECTS\MULTIPLE.C══════════════════1=[↑]┐
│#include<stdio.h>                                                            │
│#include<graphics.h>                                                         │
│#include<conio.h>                                                            │
│int main()                                                                   │
│{                                                                            │
│int gd=DETECT,gm;                                                            │
│initgraph(&gd,&gm,"c:\\turboc3\\bgi");                                       │
│line(150,150,450,150);                                                       │
│line(150,200,450,200);                                                       │
│line(150,250,450,250);                                                       │
│getch();                                                                     │
│closegraph();                                                                │
│return 0;                                                                    │
│}                                                                            │
└═════ 1:1 ════════◄□                                                        ►┘
```

Rectangle:

```c
#include<stdio.h>

#include<graphics.h>

#include<conio.h>

int main()

{


int gd = DETECT, gm;

  int left = 150, top = 150;

    int right = 450, bottom = 450;

   initgraph(&gd, &gm, "c:\\turboc3\\bgi");

rectangle(left, top, right, bottom);

getch();

  closegraph();

  return 0;

}
```
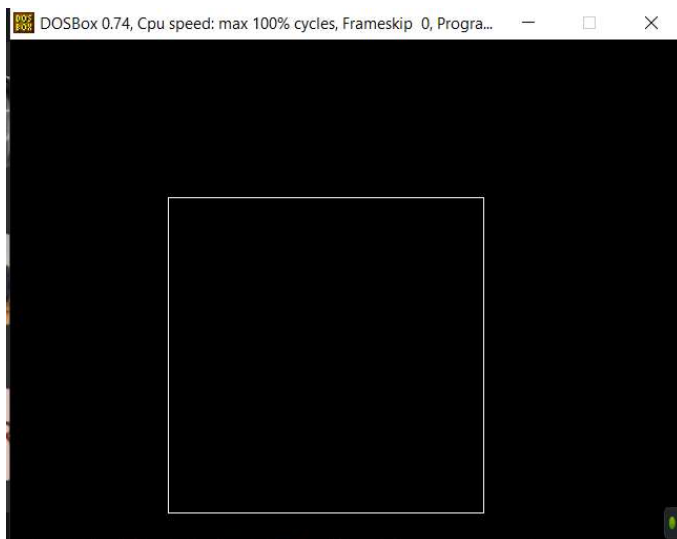
Circle:

```c
#include<stdio.h>
#include<graphics.h>
#include<conio.h>
int main()
{
    int gd = DETECT, gm;
 initgraph(&gd, &gm, "c:\\turboc3\\bgi");
 circle(250, 200, 50);
 getch();
  closegraph();
return 0;}
```
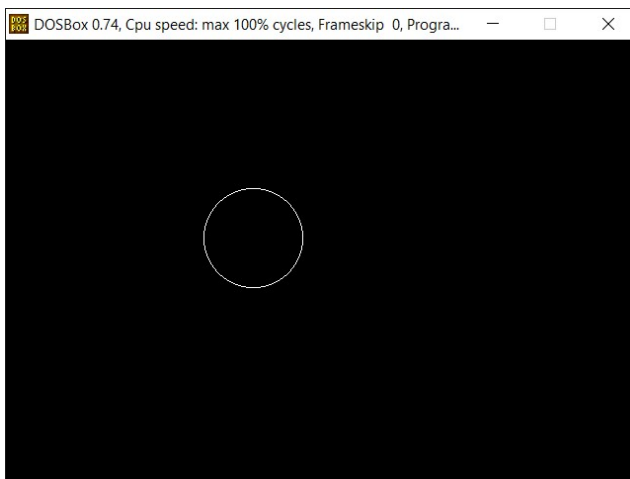
Arc:

```c
#include<stdio.h>

#include<graphics.h>

#include<conio.h>

int main(){

  int gd = DETECT, gm;

  int x = 250;

  int y = 250;

  int start_angle = 155;

  int end_angle = 300;

  int radius = 100;

  initgraph(&gd, &gm, "c:\\turboc3\\bgi");

  arc(x, y, start_angle, end_angle, radius);
```
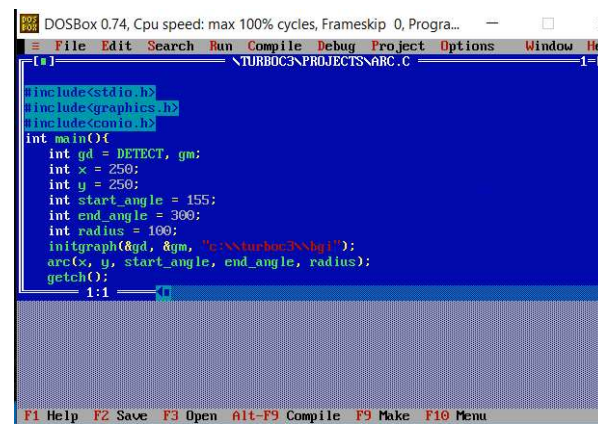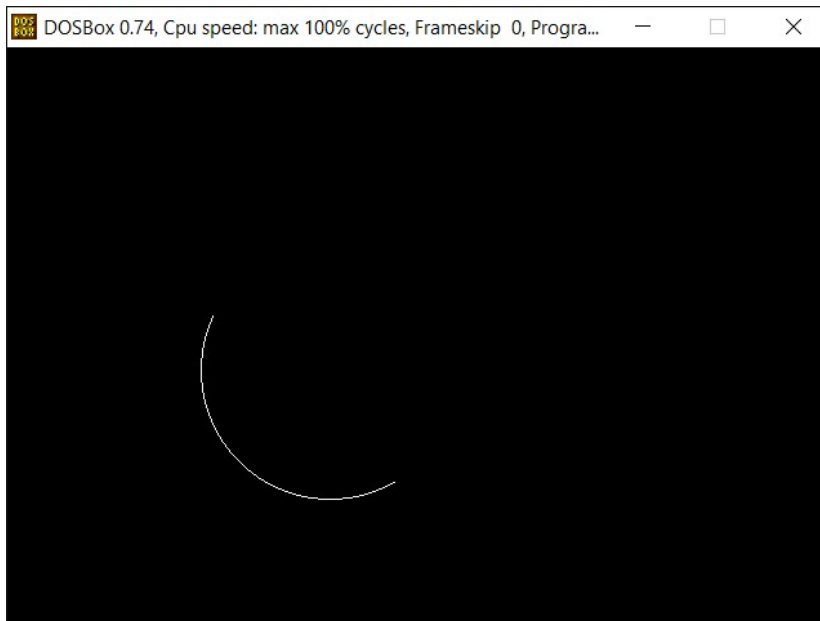
getch();

closegraph();

return 0;

}

Hut:

```
#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

clrscr();

initgraph(&gd,&gm,"c:\\turboc3\\bgi");

setcolor(3);
```
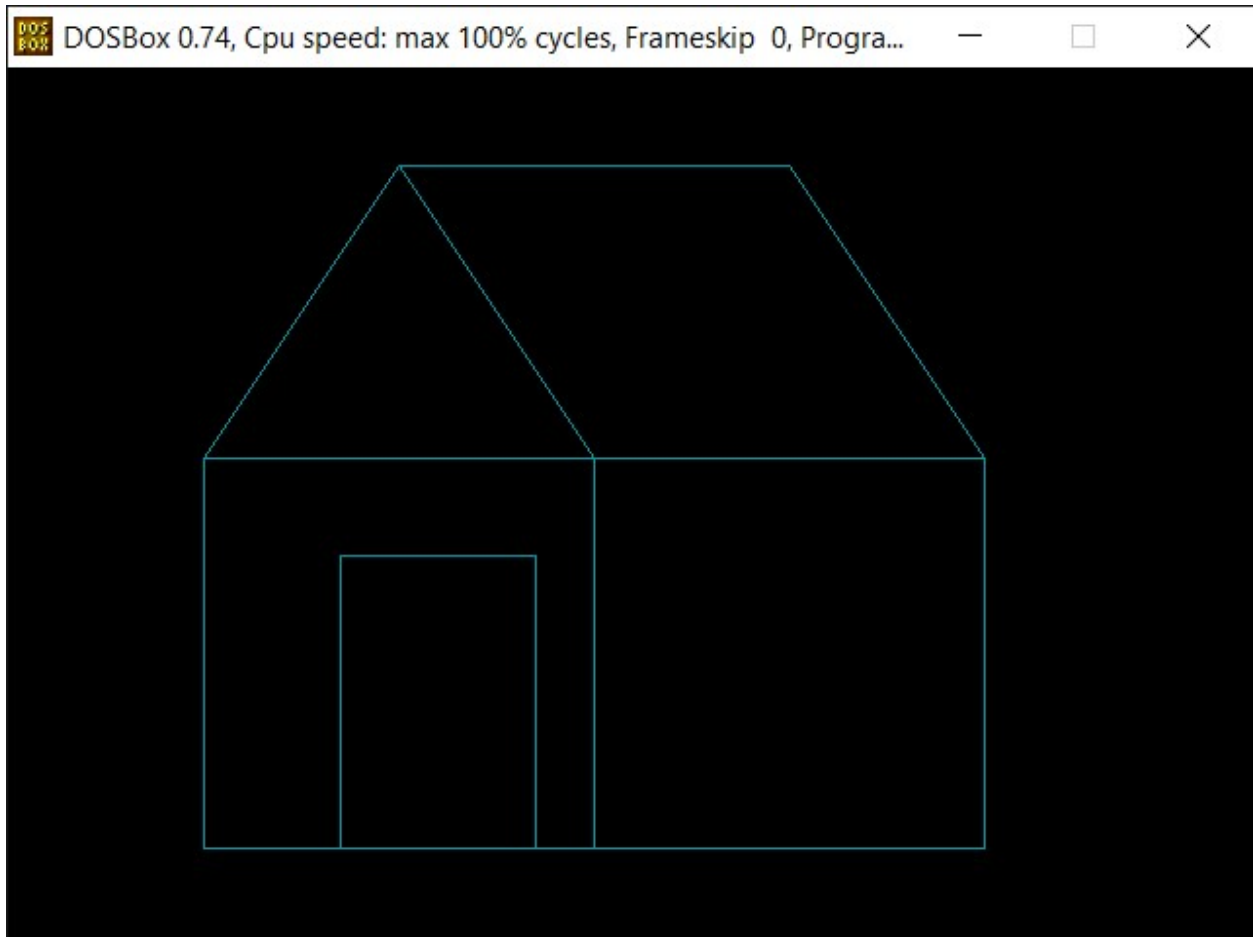
```
line(100,200,300,200);

line(100,400,300,400);

line(100,400,100,200);

line(300,400,300,200);

line(300,200,500,200);

line(300,400,500,400);

line(500,200,500,400);

line(170,250,270,250);

line(170,200,270,200);

line(170,250,170,400);

line(270,250,270,400);

line(200,50,400,50);

line(400,50,500,200);

line(300,200,200,50);

line(100,200,200,50);

getch();

closegraph();

}
```

```
≡  File  Edit  Search  Run  Compile  Debug  Project  Options      Window  Help
─[■]──────────────────\TURBOC3\PROJECTS\HUT.C──────────────1=[↑]─┐
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
void main()
{
int gd=DETECT,gm;
clrscr();
initgraph(&gd,&gm,"c:\\turboc3\\bgi");
setcolor(3);
line(100,200,300,200);
line(100,400,300,400);
line(100,400,100,200);
line(300,400,300,200);
line(300,200,500,200);
────── 1:1 ──────◄▐                                              ▌►┘
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

Fill Color:

```c
#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int  main()

  {

    int gdriver = DETECT,gmode;

  initgraph(&gdriver,&gmode,"c:\\turboc3\\bgi");

  setfillstyle(SOLID_FILL,RED);

  circle(200,200,50);

  floodfill(202,202,15);

  getch();

  return 0;

  }
```

≡ File Edit Search Run Compile Debug Project Options

┌[■]═════════════════════ \TURBOC3\PROJECTS\FILLCOLO.C ═══════

```c
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
int main()
{
int gd=DETECT,gm;
initgraph(&gd,&gm,"c:\\turboc3\\bgi");
setfillstyle(SOLID_FILL,RED);
circle(200,200,50);
floodfill(202,202,15);
getch();
return 0;
}
```

── ═══ 13:2 ═══