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19BCE1027

1.SCENERY

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<math.h>
#include<dos.h>
void main()
{
        int gdriver=DETECT,gmode;
        initgraph(&gdriver,&gmode,"C:\\TURBOC3\\BGI");
        line(150,50,200,100);
        line(150,50,80,120);
        line(80,120,100,120);
        line(150,50,350,50);
        line(350,50,400,100);
        line(100,100,100,200);
        line(100,200,200,200);
        line(200,100,200,200);
        line(400,200,400,100);
        line(200,200,400,200);
        line(200,100,400,100);
        rectangle(130,130,170,170);
        rectangle(250,130,320,200);
```

```
line(320,130,305,140);
line(305,140,305,140);
line(250,130,265,140);
line(265,140,265,200);
line(100,200,90,210);
line(90,210,200,200);
line(190,210,200,200);
line(190,210,410,210);
line(400,200,410,200);
//HOUSE COLOR
setfillstyle(8,2);
floodfill(131,131,WHITE);
setfillstyle(11,7);
floodfill(101,101,WHITE);
setfillstyle(1,12);
floodfill(163,55,WHITE);
setfillstyle(1,12);
floodfill(82,119,WHITE);
setfillstyle(3,10);
floodfill(251,121,WHITE);
setfillstyle(1,6);
floodfill(150,205,WHITE);
setfillstyle(1,6);
floodfill(250,205,WHITE);
setfillstyle(5,12);
```

```
floodfill(310,145,WHITE);
setfillstyle(5,12);
floodfill(260,145,WHITE);
//tree
line(505,130,505,200);
line(532,130,532,200);
line(505,200,531,200);
line(480,130,560,130);
line(480,130,500,100);
line(500,100,480,100);
line(480,100,500,70);
line(500,70,480,70);
line(480,70,520,40);
line(560,130,540,100);
line(540,100,560,100);
line(560,100,540,70);
line(540,70,560,70);
line(560,70,520,40);
//color tree
setfillstyle(1,6);
floodfill(506,131,WHITE);
setfillstyle(1,2);
floodfill(510,101,WHITE);
//ROAD
line(270,210,290,390);
```

```
line(315,210,360,390);
line(0,390,290,390);
line(360,390,639,410);
line(0,410,639,410);
line(0,390,0,410);
line(639,390,639,410);
setfillstyle(1,6);
floodfill(1,391,WHITE);
//MOUNTAIN
line(100,180,0,180);
line(400,180,505,180);
line(532,180,639,180);
line(100,150,50,110);
line(50,110,0,150);
line(400,150,450,110);
line(450,110,505,150);
line(532,150,590,110);
line(590,110,639,150);
setfillstyle(1,8);
floodfill(50,50,WHITE);
setfillstyle(1,8);
floodfill(401,150,WHITE);
setfillstyle(1,8);
floodfill(535,150,WHITE);
setfillstyle(1,9);
```

```
        //SKY
                floodfill(0,0,WHITE);
        setfillstyle(1,9);
                floodfill(504,148,WHITE);
        setfillstyle(1,9);
                floodfill(535,132,WHITE);
        //SUN
        circle(70,50,40);
        setfillstyle(1,14);
        floodfill(71,51,WHITE);
        //POND
        ellipse(550,300,0,360,80,50);
        setfillstyle(1,3);
        floodfill(550,330,WHITE);
        //GRASS COLOR
        setfillstyle(1,2);
        floodfill(20,50,WHITE);
        setfillstyle(1,2);
        floodfill(350,230,WHITE);
        getch();

}
```

2.FLAG

```
#include<stdio.h>

#include<graphics.h>

#include<math.h>

#include<conio.h>

int main()

{

        int gd,gm;

        int r,i,a,b,x,y;

        float PI=3.14;


        detectgraph(&gd,&gm);

        initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");


        setcolor(RED);
```

```
rectangle(100,100,450,150);
setfillstyle(SOLID_FILL,RED);
floodfill(101,101,RED);

setcolor(WHITE);
rectangle(100,150,450,200);
setfillstyle(SOLID_FILL,WHITE);
floodfill(101,151,WHITE);

setcolor(GREEN);
rectangle(100,200,450,250);
setfillstyle(SOLID_FILL,GREEN);
floodfill(101,201,GREEN);

a=275;
b=175;
r=25;
setcolor(BLUE);
circle(a,b,r);

//spokes
for(i=0;i<=360;i=i+15)
{
        x=r*cos(i*PI/180);
        y=r*sin(i*PI/180);
```

```
            line(a,b,a+x,b-y);
        }

        getch();
        closegraph();
        return 0;
}
```

3.OBJECT(ROCKET)

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<maths.h>
#include<dos.h>
void main()
{
int gd=DETECT,gm=0;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
line(250,250,250,400);
line(320,250,320,400);
ellipse(285,260,0,360,35,10);
```

```
ellipse(285,400,0,360,35,10);
setfillstyle(SOLID_FILL,12);
fillellipse(285,260,35,10);
fillellipse(285,400,35,10);
setcolor(6);
setcolor(WHITE);
line(250,250,250,200);
line(320,250,320,200);
line(250,200,285,150);
line(320,200,285,150);
line(250,200,320,200);
line(260,200,285,165);
line(310,200,285,165);
line(270,200,285,175);
line(300,200,285,175);
line(280,200,285,185);
line(290,200,285,185);
line(260,200,260,252);
line(270,200,270,251);
line(280,200,280,250);
line(290,200,290,250);
line(300,200,300,251);
line(310,200,310,252);
line(250,400,220,450);
line(320,400,350,450);
```

```
line(220,450,350,450);

setfillstyle(SOLID_FILL,4);

getch();

closegraph();

}
```