

Graphics Lab set-up (graphics.h)

- ① Download Dev C++ version 5.11
- ② Download graphics library files from the link.
- ③ you will have zip file → extract the zip file
- ④ open the folder ⇒ $\left\{ \begin{array}{l} \text{graphics.h} \\ \text{winbgim.h} \end{array} \right.$
ctrl+c

⑤ Go to the location of DevC++
⇒ Program Files(x86)

Dev-Cpp

Min 67 W64

include

11

↓
Paste the files here (ctrl + V)

graphics library folder

⑥ Return to another file \Rightarrow libbgi.a
 \Downarrow
 ctrl + C

Program files (x86) \Rightarrow Dev-Cpp \Rightarrow MinGW64

lib folder \Rightarrow ctrl + V

Open DevC++

"TDM-GCC 4.9.2 32-bit Release"

① Select

② Go to Tools → Compiler Options

↓
Now, Make sure that this second option is checked. ☒

Now, write here

-lbgdi -lgdi32 -lcomdlg32 -luuid -loleaut32 -ole32
↓
click on 'OK' button.

So, we have set graphics.h in Dev C++.