**Computer Graphics LAB**

**(**Experiment 4**)**

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* Creating “HUT” in C language using direct in-built functions :

**CODE :**

#include <conio.h>

#include <graphics.h>

#include <stdio.h>

int main()

{

// Initializing gdriver with DETECT macro

int gd = DETECT, gm;

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

line(70, 100, 150, 50); //roof triangle line 1

line(150, 50, 220, 100); //roof triangle line 2

line(150, 50, 400, 50); //roof's top horizontal line

line(400, 50, 500, 100); // roof's side line

line(187, 75, 449, 75); // horizontal line of roof tiles

line(340, 50, 440, 100); //roof tile line 3

line(280, 50, 380, 100); //roof tile line 2

line(220, 50, 320, 100); //roof tile line 1

rectangle(70,100,220,270);

rectangle(220,100,500,270);

rectangle(110,145,180,270); //door

circle(160, 200, 7); //door knob

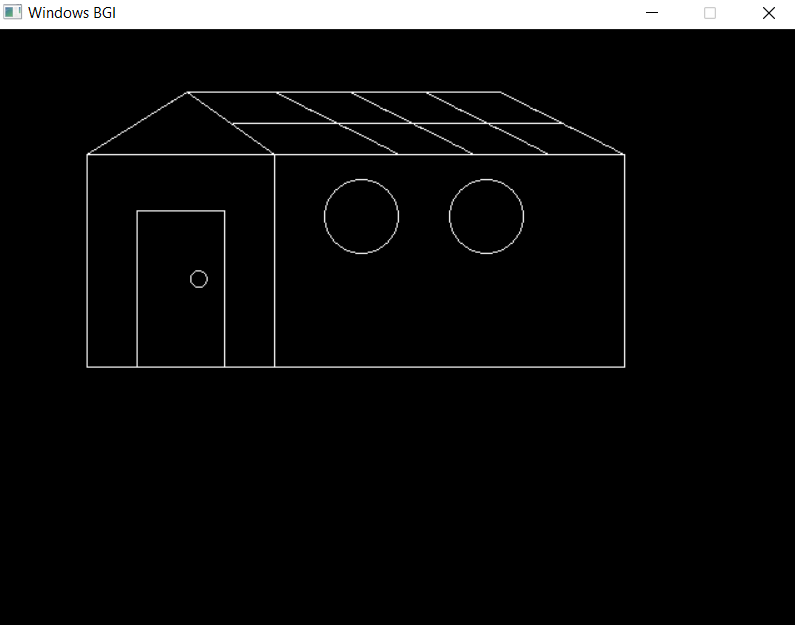
circle(290, 150, 30); //window1

circle(390, 150, 30); //window2

getch();

}

**OUTPUT :**

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