

Computer Graphics ISA 2

Drawing of an octopus in Turbo C++ software

Code :

```
#include<conio.h>
#include<graphics.h>
#include<stdio.h>
void main()
{
int gd=DETECT,gm;

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

rectangle(200,100,500,400);

//oswald's face

arc(350,250,333,212,100);
arc(350,250,240,307,100);
arc(350,250,315,323,100);

//Hat

arc(280,170,0,260,10);
arc(240,120,295,325,70);

//eyes

//eye 1

circle(280,250,10);

//eye 2
arc(390,240,100,140,30);
```

```
arc(390,240,100,140,29);  
arc(390,240,100,140,28);
```

```
//eye shadow
```

```
arc(280,250,90,250,7);  
arc(280,250,90,250,6.5);
```

```
//smile
```

```
arc(340,250,265,345,40);  
arc(360,280,200,40,25);
```

```
//tentacles
```

```
//1
```

```
arc(260,300,260,350,5);  
line(245,300,260,305);  
arc(245,320,60,150,20);
```

```
arc(235,329,30,110,20);  
arc(280,305,210,255,30);
```

```
//behind 1
```

```
line(265,330,261,350);  
arc(255,352,275,20,5);  
arc(255,338,270,350,20);
```

```
//2
```

```
arc(310,340,150,225,35);  
arc(265,370,340,30,20);  
line(300,338,298,360);  
arc(278,358,290,0,20);
```

```
//behind 2
```

```
arc(298,365,340,70,5);  
arc(292,350,310, 20,20);
```

```
//3
```

```
arc(445,275,260,340,20);  
arc(476,299,90,150,20);
```

```
line(476,280,470,295);  
arc(442,285,245,345,30);
```

```
//behind 3  
arc(427,348,345,80,20);  
arc(435,330,325,55,20);  
line(451,343,447,353);
```

```
//4  
arc(415,341,340,80,20);  
arc(453,354,150,230,20);
```

```
arc(440,350,170,270,20);  
line(410,330,420,347);
```

```
//behind 4  
arc(415,350,130,200,20);  
arc(415,365,80,150,20);
```

```
getch();  
closegraph();  
}
```

Output :

