CODE:

```
#include<direct.h>
#include<iostream>
#include<graphics.h>
#include<math.h>
#include<conio.h>
#include <unistd.h>
using namespace std;
int main()
{
    int d=DETECT,m;
    initgraph(&d,&m,NULL);
    float x=1,y=0.00000,j=.5,count=.1;
    float r=15;
    setcolor(14);
    line(0,215,650,215);
    sleep(1);
    for(int k=0;k<=7;k++)
    {
        for(float i=90;i<270;i+=10)
        {
y=cos(((i*22/7)/180))/j;
if(y>0)
y=-y;
x+=5;
setcolor(14);
setfillstyle(1,14);
```

```c
circle(x,y*100+200,r);

floodfill(x,y*100+200,14);

    delay(100);

setcolor(0);

setfillstyle(1,0);

circle(x,y*100+200,r);

floodfill(x,y*100+200,0);

    }

  j+=count;

   count+=.1;

  }

 getch();

}
```

OUTPUT: