

Write a Program to draw basic graphics construction like line, circle, arc, ellipse, and rectangle.

```
#include<graphics.h>
#include<conio.h>
int main()
{
    int gd = DETECT,gm,left=100,top=100,right=200,bottom=200,x= 300,y=150,radius=50;

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

    rectangle(left, top, right, bottom);
    circle(x, y, radius);
    bar(left + 300, top, right + 300, bottom);
    line(left - 10, top + 150, left + 410, top + 150);
    ellipse(x, y + 200, 0, 360, 100, 50);
    outtextxy(left + 100, top + 325, "My first C graphics program");

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

