

Aim:- To study introduction of computer graphics and use of C Graphics Programs.

Software used:- Turbo C++

Theory:- Computer works on set of detailed instructions i.e. machine language or 'low-level' language. It can be expressed after writing in assembly language, or translating from 'high-level' languages like C, C++, etc.

1) #include <graphics.h>

It includes a file which contains definitions and explanation of all the graphic functions and constants.

2) initgraph

Turbo C++ has two modes, text mode and graphics mode. initgraph switches text mode to graphics mode.

3) gm

It is graphics mode. It tells the resolution used by the monitor.

4) gd

It is graphics driver. It tells higher resolution supported by the graphics drivers.

5) "`C:\\TCL\\BGI`"

It specifies the path of directory where the graphics driver are stored.

6) `line (int, int, int, int)`

This function is used to draw a line from co-ordinate (x_1, y_1) to coordinate (x_2, y_2) .

7) `closegraph()`

It ~~switches~~ switches back to text mode.

Process :- 1) Create a new file and save using 'F2'
2) Type the code you want to run
3) Compile & Run using 'Ctrl + F9'

Precaution :- 1) Save the file with '.C' extension

2) Give proper path of graphics drivers as per your system.
3) include all the required files.

Conclusion :- With this program we understand the basics of Graphics and how to run them without errors in Turbo C++.