**/\*A rectangle having a diagonal of length 100 pixels and its one end at point (10, 20).\*/**

**#include <graphics.h>//change extension to .cpp if graphics.h is not working in .c extension**

**int main()**

**{**

**initwindow(1366,768);**

**int i;//taking l = 6 pixels, b = 8 pixels**

**setcolor(LIGHTBLUE);//4 such rectangles are possible**

**rectangle(10,20,16,28);//rectangle(int left, int top, int right, int bottom);**

**setcolor(LIGHTGREEN);**

**rectangle(4,12,10,20);**

**setcolor(LIGHTGRAY);**

**rectangle(4,20,10,28);**

**setcolor(LIGHTMAGENTA);**

**rectangle(10,12,16,20);**

**getch();**

**closegraph();**

**return 0;**

**}**