

Assignment No : 2_7_3

Problem statement :

Write c++ program to draw man walking in the rain with an umbrella . Apply the concept of polymorphism.

SOURCE CODE :

```
#include<stdio.h>
#include <conio.h>
#include <graphics.h>
#include <stdlib.h>
#include <dos.h>

void main()
{
    int gd = DETECT, gm;
    int rhx, rhy, j, i;
    clrscr();

    initgraph(&gd,&gm,"C:\\\\Turboc3\\\\bgi");
    for(i = 0;i<=600;i+=5)
    {
        line(0,415,640,415); //platform

        if (i % 4 == 1)
        {
            line(20+i , 360 , 0+i , 385); //left leg
            line(20 + i, 400, 10 + i, 415); //right leg
            line(20 + i, 400, 30 + i, 415); //left hand
            delay(20);
        }
        else
        {
            line(20 + i, 360, 30 + i, 390); //right leg
            line(20 + i, 400, 25+ i, 415); //left hand
            delay(20);
        }

        line(20 + i, 360, 20 + i, 400); //body
        circle(20 + i, 350, 10); //head
        line(20 + i, 310, 50 + i, 380); //hand
        line(35 + i, 385, 35 + i, 330); //Umbrella stick
        line(5 + i, 330, 65 + i, 330); //Umbrella right
```

```
    arc(35 + i, 330, 0, 180, 30); //Umbrella body
    arc(40+i , 380 , 180 , 360 , 5); //Umbrella handle

    rhx = getmaxx();
    rhy = getmaxy();

    for (j = 0; j < 100; j++)
    {
        outtextxy(random(640), random(480), "|");

        setcolor(WHITE);
    }
    delay(100);
    cleardevice();
}

getch();
}
```