

Practical 10(c)

Draw the moving car on the screen.

Solution :

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

void main() {
    int gd = DETECT, gm;
    int i, maxx, midy;

    /* initialize graphic mode */
    initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");
    /* maximum pixel in horizontal axis */
    maxx = getmaxx();
    /* mid pixel in vertical axis */
    midy = getmaxy()/2;

    for (i=0; i < maxx-150; i=i+5) {
        /* clears screen */
        cleardevice();

        /* draw a white road */
        setcolor(WHITE);
        line(0, midy + 37, maxx, midy + 37);

        /* Draw Car */
        setcolor(YELLOW);
        setfillstyle(SOLID_FILL, RED);

        line(i, midy + 23, i, midy);
        line(i, midy, 40 + i, midy - 20);
        line(40 + i, midy - 20, 80 + i, midy - 20);
        line(80 + i, midy - 20, 100 + i, midy);
        line(100 + i, midy, 120 + i, midy);
    }
}
```

```
line(120 + i, midy, 120 + i, midy + 23);
line(0 + i, midy + 23, 18 + i, midy + 23);
arc(30 + i, midy + 23, 0, 180, 12);
line(42 + i, midy + 23, 78 + i, midy + 23);
arc(90 + i, midy + 23, 0, 180, 12);
line(102 + i, midy + 23, 120 + i, midy + 23);
line(28 + i, midy, 43 + i, midy - 15);
line(43 + i, midy - 15, 57 + i, midy - 15);
line(57 + i, midy - 15, 57 + i, midy);
line(57 + i, midy, 28 + i, midy);
line(62 + i, midy - 15, 77 + i, midy - 15);
line(77 + i, midy - 15, 92 + i, midy);
line(92 + i, midy, 62 + i, midy);
line(62 + i, midy, 62 + i, midy - 15);
floodfill(5 + i, midy + 22, YELLOW);
setcolor(BLUE);
setfillstyle(SOLID_FILL, DARKGRAY);
/* Draw Wheels */
circle(30 + i, midy + 25, 9);
circle(90 + i, midy + 25, 9);
floodfill(30 + i, midy + 25, BLUE);
floodfill(90 + i, midy + 25, BLUE);
```

```
/* Add delay of 0.1 milli seconds */
delay(100);

}

getch();
closegraph();
}
```

Output



Practical 2(b)

Draw a simple hut on the screen.

✓

2. Colorful hut

```
#include<graphics.h>
#include<conio.h>
void main()
{
    int gd = DETECT,gm;
    initgraph(&gd, &gm, "C:\\turboc3\\BGI");
    /* Draw Hut */
    setcolor(WHITE);
    rectangle(150,180,250,300);
    rectangle(250,180,420,300);
    rectangle(180,250,220,300);

    line(200,100,150,180);
    line(200,100,250,180);
    line(200,100,370,100);
    line(370,100,420,180);

    /* Fill colours */
    setfillstyle(SOLID_FILL, BROWN);
    floodfill(152, 182, WHITE);
    floodfill(252, 182, WHITE);
    setfillstyle(SLASH_FILL, BLUE);
    floodfill(182, 252, WHITE);
    setfillstyle(HATCH_FILL, GREEN);
```

```
floodfill(200, 105, WHITE);
```

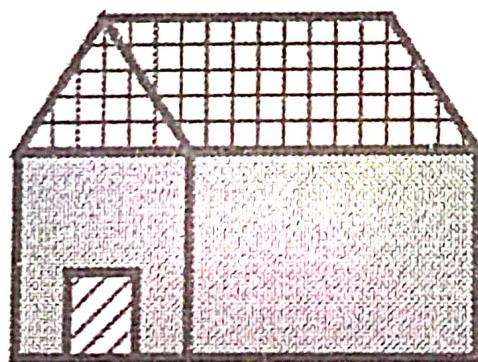
```
floodfill(210, 105, WHITE);
```

```
getch();
```

```
closegraph();
```

```
}
```

Output



✓ Practical 3

Draw the following basic shapes in the center of the screen

- (i) Circle
- (ii) Rectangle
- (iii) Square
- (iv) Concentric Circles
- (v) Ellipse
- (vi) Line.

Solution :

```
#include <graphics.h>
#include <conio.h>
void main()
{
    int gd =
DETECT,gm,left=100,top=100,right=200,bottom=200,x
= 300,y=150,radius=50;
    initgraph(&gd, &gm, "C:\\Turboc3\\BGI");

    rectangle(120, 150, 230, 200);
    circle(x, y, radius);

    //to draw square
    bar(left + 300, top, right + 300, bottom);
    line(left - 10, top + 150, left + 410, top + 150);

    ellipse(x, y + 200, 0, 360, 80, 50);
    //to draw concentric circle

    for (radius = 25; radius <= 100 ; radius = radius + 20)
        circle(500,350,radius);

    getch();
    closegraph();
}
```

Output

