//BITMAP

#include <stdio.h>

#include <conio.h>

#include <graphics.h>

int main()

{

int i,j,k,x,y;

int gd=DETECT,gm;//DETECT is macro defined in graphics.h

/\* ch1 ch2 ch3 ch4 are character arrays that display alphabets \*/

int ch1[][10]={ {1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,0,0,0,1,1,0,0,0,0},

{0,1,1,0,1,1,0,0,0,0},

{0,1,1,0,1,1,0,0,0,0},

{0,0,1,1,1,0,0,0,0,0}};

int ch2[][10]={ {0,0,0,1,1,1,1,0,0,0},

{0,0,1,1,1,1,1,1,0,0},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{0,0,1,1,1,1,1,1,0,0},

{0,0,0,1,1,1,1,0,0,0}};

int ch3[][10]={ {1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,1,1,1,1,1,1,1,1},

{1,1,1,1,1,1,1,1,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1},

{1,1,0,0,0,0,0,0,1,1}};

int ch4[][10]={ {1,1,0,0,0,0,0,0,1,1},

{1,1,1,1,0,0,0,0,1,1},

{1,1,0,1,1,0,0,0,1,1},

{1,1,0,1,1,0,0,0,1,1},

{1,1,0,0,1,1,0,0,1,1},

{1,1,0,0,1,1,0,0,1,1},

{1,1,0,0,0,1,1,0,1,1},

{1,1,0,0,0,1,1,0,1,1},

{1,1,0,0,0,0,1,1,1,1},

{1,1,0,0,0,0,0,0,1,1}};

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI ");//initialize graphic mode

setbkcolor(LIGHTGRAY);//set color of background to darkgray

for(k=0;k<4;k++)

{

for(i=0;i<10;i++)

{

for(j=0;j<10;j++)

{

if(k==0)

{

if(ch1[i][j]==1)

putpixel(j+250,i+230,RED);

}

if(k==1)

{

if(ch2[i][j]==1)

putpixel(j+300,i+230,RED);

}

if(k==2)

{

if(ch3[i][j]==1)

putpixel(j+350,i+230,RED);

}

if(k==3)

{

if(ch4[i][j]==1)

putpixel(j+400,i+230,RED);

}

}

delay(200);

}

}

getch();

closegraph();

}

OUTPUT:-

