

BIT

```
#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},

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

                    {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," ");//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();
}
```

