Lab – 4

8. Display your name using computer graphics in-built functions.

#include <graphics.h>

#include <conio.h>

int main()

{

    int gd = DETECT, gm;

    initgraph(&gd, &gm, "");

    settextstyle(DEFAULT\_FONT, HORIZ\_DIR, 10);

    outtextxy(80, 200, "KHUSHI");

    getch();

    closegraph();

    return 0;

}



9. ⁠make moving car 🚗 using computer graphics in-built functions.

#include <graphics.h>

#include <conio.h>

#include <unistd.h>

void drawCar(int x, int y)

{

    setfillstyle(SOLID\_FILL, RED);

    bar(x, y + 10, x + 140, y + 50);

    bar(x + 30, y - 30, x + 110, y + 10);

    setfillstyle(SOLID\_FILL, LIGHTGRAY);

    bar(x + 40, y - 20, x + 100, y + 10);

    setfillstyle(SOLID\_FILL, RED);

    bar(x + 66, y - 20, x + 74, y + 10);

    setfillstyle(SOLID\_FILL, BLACK);

    bar(x + 69, y + 10, x + 71, y + 50);

    fillellipse(x + 30, y + 60, 25, 25);

    fillellipse(x + 110, y + 60, 25, 25);

    setfillstyle(SOLID\_FILL, DARKGRAY);

    fillellipse(x + 30, y + 60, 10, 10);

    fillellipse(x + 110, y + 60, 10, 10);

}

int main()

{

    int gd = DETECT, gm;

    initgraph(&gd, &gm, "");

    int x = 0, y = 200;

    int maxX = getmaxx();

    while (true)

    {

        cleardevice();

        drawCar(x, y);

        x += 5;

        if (x > maxX)

        {

            x = -100;

        }

        delay(50);

    }

    closegraph();

    return 0;

}

