Basic functions to draw shapes in graphics:-

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| **SHAPE** | **FUNCTION** | **SYNTAX** |
| Pixel | to draw a pixel | putpixel(x1,y1,color) |
| Line | to draw a line | line(x1,y1,x2,y2) |
| Rectangle | to draw a rectangle | rectangle(left,top,right,bottom) |
| Circle | to draw a circle | circle(x,y,radius) |
| Ellipse | to draw a ellipse | ellipse(x1,y1,0,360,x-axis radius, y-axis radius) |
| Arc | to draw a arc | arc(x1,y1,starting angle, ending angle, radius) |
| Bar | to draw a filled rectangle | bar(left,top,right,bottom) |
| Bar3D | to draw a filled 3D Rectangle | bar3d(left,top,right,bottom,depth,top-flag)  **Note:** top-flag will be either 0 or 1 |

//To draw flag, hut, smileys with the help of line, circle & rectangle funtions