**CHAPTER 4**

**SYSTEM DESIGN**

**4.1 Initialization**

* Initialize to interact with the windows.
* Initialize the display mode that is double buffer and RGB color system.
* Initialize Main window position and size and Sub window position and size.
* Initialize and create the Main window and Sub window to display the output.

**4.2 Display**

* Displaying player bow and arrows
* The Operations performed are
  + Arrow have to shoot the moving balloon using keyboard keys.