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First Turbo Graphics Program in C Language

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First Graphic Program

```c
#include<graphics.h>
#include<conio.h>

void main()
{
    int gd=DETECT, gm;

    initgraph(&gd, &gm, "c:TCbgi" );
    circle(300,300,50);

    getch();
    closegraph();
}
```

Requirement to Run This Program

1. Graphics.h Header File
2. Graphics.lib library file
3. Graphics driver (BGI file)
4. 640×480 VGA monitor

Header File : graphics.h

- All Graphical Functions are Included in Graphics.h
- After Including graphics.h Header File [You can get access graphical functions]

You must Know Following Things before **Learning Turbo Graphics**

InitGraph :

- Initializes the graphics system.
- In C Program execution starts with main() similarly Graphics Environment Starts with this function.
- initgraph() initializes the graphics system by loading a graphics driver from disk (or validating a registered driver) then putting the system into graphics mode

As this is Our first topic Under Graphics so it is better not to go in details of Parameters.

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Recent Programs

- *C Program to check the type of triangle*
- *C Program for Temperature Conversion from Celsius to Fahrenheit.*
- *C Program for Temperature Conversion from Fahrenheit to Celsius.*
- *C Program for Changing Backslash Character Arguments*
- *C Program to Run the "hello, world" program on your system.*