#include <graphics.h>

#include <math.h>

#include <iostream>

using namespace std;

int main()

{

int gd = DETECT, gm;

int i, j, rx, ry;

initgraph(&gd, &gm, NULL);

for (i = 0; i < 500; i++)

{

// Ground Line

line(20, 380, 580, 380);

// Umbrella and person animation

if (i % 2 == 0)

{

// Draw person walking with the umbrella

line(25 + i, 380, 35 + i, 340); // Left leg

line(45 + i, 380, 35 + i, 340); // Right leg

line(35 + i, 310, 25 + i, 330); // Left arm

delay(20);

}

else

{

line(35 + i, 380, 35 + i, 340); // Single leg for walking effect

line(25 + i, 310, 40 + i, 330); // Right arm

delay(20);

}

// Body and head

line(35 + i, 340, 35 + i, 310); // Body

circle(35 + i, 300, 10); // Head

// Handle of the umbrella

line(35 + i, 310, 50 + i, 330); // Arm holding the umbrella

line(50 + i, 330, 50 + i, 280); // Umbrella handle

// Umbrella top arc (corrected to 0-180 degrees for correct orientation)

arc(50 + i, 280, 0, 180, 35);

// Small arc at the top of the umbrella to simulate thickness

arc(55 + i, 330, 360, 180, 5);

// Top line of the umbrella

line(15 + i, 280, 85 + i, 280);

// Random raindrops falling

for (j = 0; j < 10; j++)

{

rx = rand() % 580;

ry = rand() % 380;

line(rx, ry, rx + 0.5, ry + 9); // Rain falling down

}

delay(200);

cleardevice();

}

getch();

closegraph();

return 0;

}