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```
Q1:
#include<graphics.h>
#include<conio.h>
int main(){
int gd = DETECT,gm;
initgraph(&gd, &gm, "C:\\setup\\TURBOC3\\BGI");
setcolor(WHITE);
rectangle(150,180,250,300);
rectangle(250,180,420,300);
rectangle(180,250,220,300);
line(200,100,150,180);
line(200,100,250,180);
line(200,100,370,100);
line(370,100,420,180);
setfillstyle(SOLID_FILL, BROWN);
floodfill(152, 182, WHITE);
floodfill(252, 182, WHITE);
setfillstyle(SLASH_FILL, BLUE);
floodfill(182, 252, WHITE);
setfillstyle(HATCH_FILL, GREEN);
floodfill(200, 105, WHITE);
floodfill(210, 105, WHITE);
getch();
closegraph();
return 0;
}
```



```
Q2:
#include <graphics.h>
#include <conio.h>
int main()
{
int graphicdriver=DETECT,graphicmode;
initgraph(&graphicdriver,&graphicmode,"C:\\setup\\TURBOC3\\BGI");
setcolor(YELLOW);
circle(300, 100, 40);
setfillstyle(SOLID_FILL, YELLOW);
floodfill(300, 100, YELLOW);
setcolor(BLACK);
setfillstyle(SOLID_FILL, BLACK);
fillellipse(310, 85, 2, 6);
fillellipse(290, 85, 2, 6);
ellipse(300, 100, 205, 335, 20, 9);
ellipse(300, 100, 205, 335, 20, 10);
ellipse(300, 100, 205, 335, 20, 11);
getch();
return 0;
}
```

