

```

1  #include "graphics.h"
2  #include "conio.h"
3  #include<math.h>
4  int main()
5  {
6
7      int gd=DETECT, gm;
8
9      initgraph(&gd, &gm, (char*)"");
10     //WINDOW WALL
11     rectangle(150,250,380,400);
12     setfillstyle(1,3);
13     floodfill(151,251,15);
14
15     //WINDOWS
16     setfillstyle(11,10);
17     circle(190,325,25);
18     circle(260,325,25);
19     circle(330,325,25);
20     floodfill(190,325,15);
21     floodfill(260,325,15);
22     floodfill(330,325,15);
23
24     //DOOR WALL
25     rectangle(380,250,500,400);
26     setfillstyle(9,1);
27     floodfill(381,251,15);
28
29     //UPPER FLOOR
30     rectangle(150,100,380,250); //WINDOW UPPER
31     setfillstyle(3,10);
32     floodfill(151,101,15);
33
34     rectangle(380,100,480,250); //DOOR UPPER
35     setfillstyle(9,2);
36     floodfill(381,101,15);
37     rectangle(405,130,465,190); //WINDOW
38     setfillstyle(1,9);
39     floodfill(406,131,15);
40
41     //ROOF
42     int r[]={380,100,430,50,480,100,380,100};
43     drawpoly(4,r);
44     int l[]={380,100,430,50,200,50,150,100,380,100};
45     drawpoly(5,l);
46     setfillstyle(5,13);
47     fillpoly(5,l);
48     setfillstyle(4,5);
49     fillpoly(4,r);
50
51
52     //DOOR ROOF
53     setfillstyle(1,6);
54     int d[]={380,250,430,280,550,280,500,250,380,250};
55     line(430,280,380,280);
56     int rd[]={430,280,380,280,380,250,430,280};
57     fillpoly(5,rd);
58     drawpoly(5,d);
59     fillpoly(5,d);
60
61     //DOOR
62     rectangle(425,320,475,400);
63     setfillstyle(1,6);
64     floodfill(426,321,15);
65     circle(468,365,5); //DOOR HANDLE
66     setfillstyle(1,4);
67     floodfill(468,365,15);
68     getch();
69     closegraph();
70     restorecrtmode();
71 }
72

```

