#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int i,gd=DETECT,gm=DETECT;

initgraph(&gd,&gm,"C:\\TC\\BGI");

//P

line(150,145,150,200);

arc(155,160,250,95,15);

//O

circle(220,175,27);

//O

circle(300,175,27);

//J

line(350,150,400,150);

line(375,150,375,190);

arc(360,190,165,15,15);

//A

line(430,150,410,207);

line(430,150,450,207);

line(420,180,440,180);

//पू

line(160,270,395,270);

line(230,270,230,330);

line(190,270,190,300);

arc(210,300,165,15,20);

circle(225,340,10);

line(230,330,250,365);

//जा

line(330,270,330,330);

line(360,270,360,330);

line(300,293,330,293);

arc(280,300,155,25,20);

getch();

closegraph();

}

Output:

