



Question_1



Code:

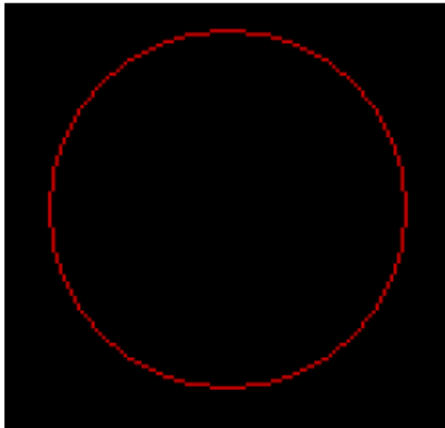
```
1 #include<graphics.h>
2 int main()
3 {
4     int gd =DETECT;
5     int gm;
6     initgraph(&gd,&gm,"C:\\TC\\BGI");
7     // void arc(int x, int y, int start_angle,int end_angle, int radius);
8     arc(100,100,0,130,50);
9     getch();
10    closegraph();
11 }
12
```

Output:

Windows BGI



Question_2

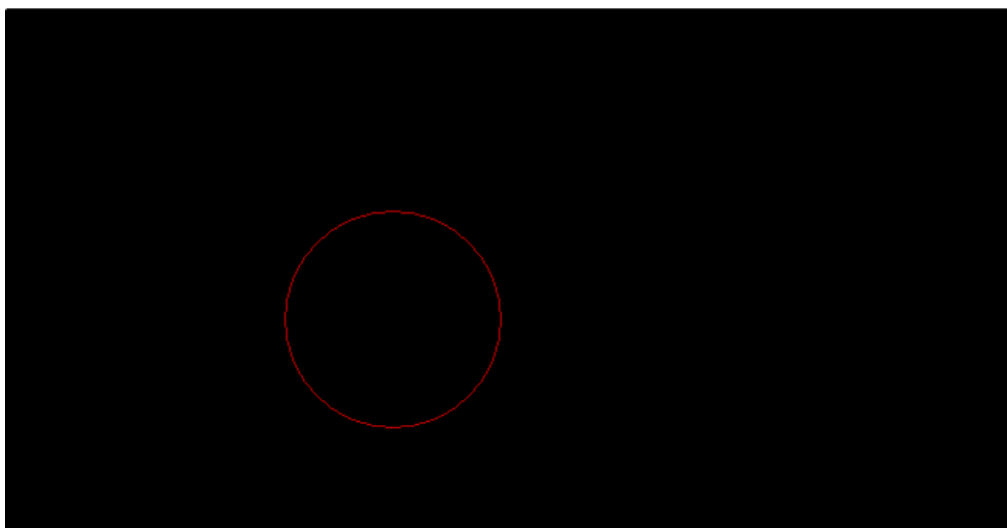


Code

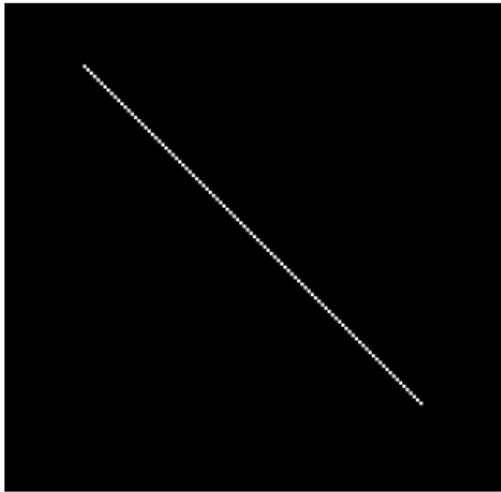
```
1  #include<graphics.h>
2
3  int main()
4  {
5      int gd =DETECT;
6      int gm;
7      initgraph(&gd,&gm,"C:\\TC\\BGI");
8      setcolor(RED);
9      circle(250,200,70); // (x , y) --> center of the circle , z --> radius
10                      // (250,200)                      , 50
11      getch();
12      closegraph();
13  }
```

Output

Windows BGI



Question_3

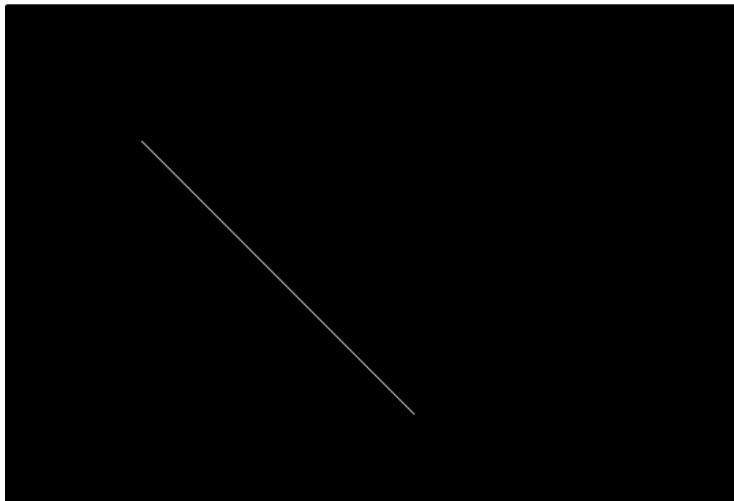


Code

```
1  #include<graphics.h>
2
3  int main()
4  {
5      int gd =DETECT;
6      int gm;
7      initgraph(&gd,&gm,"C:\\TC\\BGI");
8      line(100,100,300,300);
9      getch();
10     closegraph();
11 }
12
```

Output

Windows BGI



Question_4

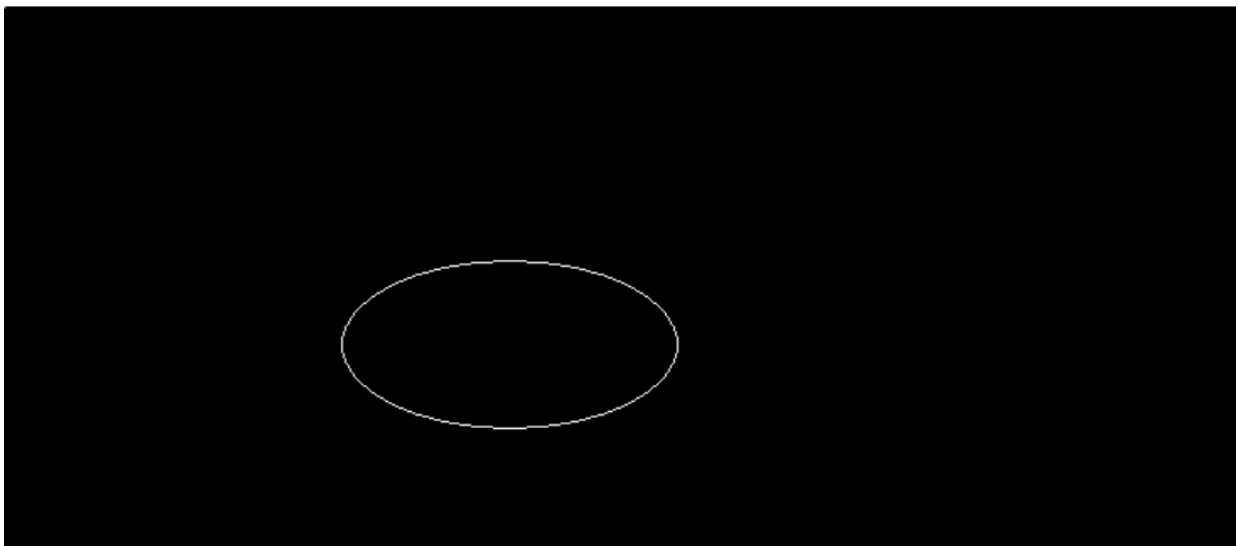


Code

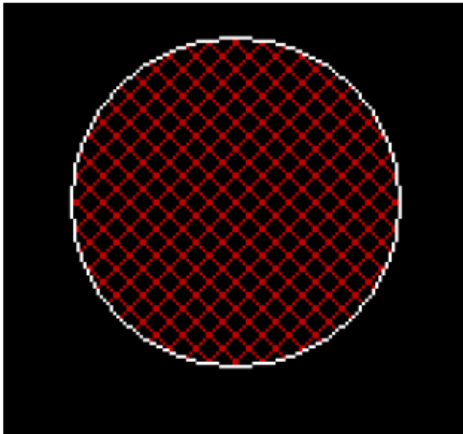
```
1  #include<graphics.h>
2
3  int main()
4  {
5      int gd =DETECT;
6      int gm;
7      initgraph(&gd,&gm,"C:\\TC\\BGI");
8      ellipse(300,200,0,360,100,50);
9      getch();
10     closegraph();
11 }
12
```

Output

Windows BGI



Question_5

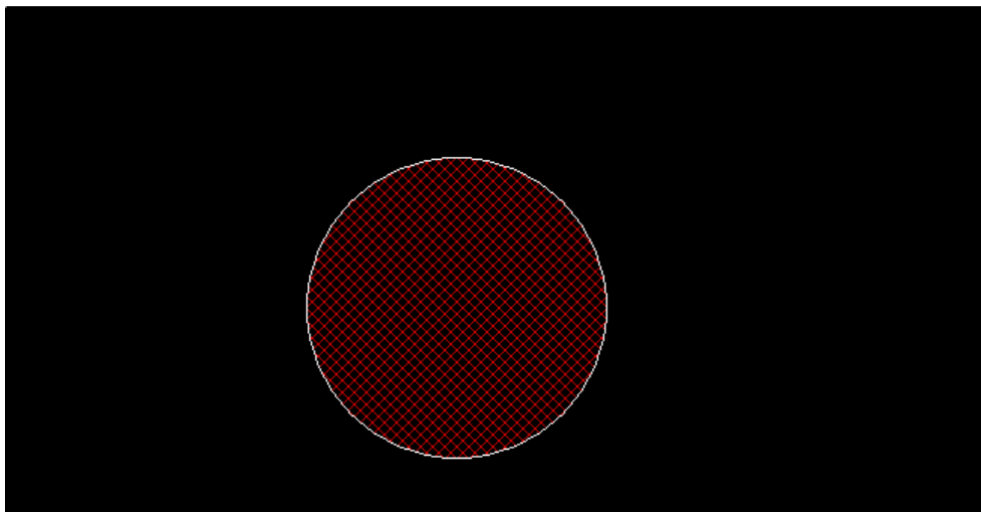


Code

```
1  #include<graphics.h>
2
3  int main()
4  {
5      int gd =DETECT;
6      int gm;
7      initgraph(&gd,&gm,"C:\\TC\\BGI");
8      setfillstyle(XHATCH_FILL, RED);
9      circle(300, 200, 100);
10     floodfill(350, 250, WHITE);
11     getch();
12     closegraph();
13 }
```

Output

Windows BGI




Question_6



Code:

```
1 #include<graphics.h>
2 int main()
3 {
4     int gd =DETECT;
5     int gm;
6     initgraph(&gd,&gm,"C:\\TC\\BGI");
7     setcolor(2);
8
9     // void setlinestyle(int linestyle, unsigned upattern,int thickness);
10    setlinestyle(DOTTED_LINE, 0, 4);
11    circle(110,130,50);
12    circle(95,113,15);
13    circle(130,130,15);
14
15    getch();
16    closegraph();
```

Output:

 Windows BGI




Question_7

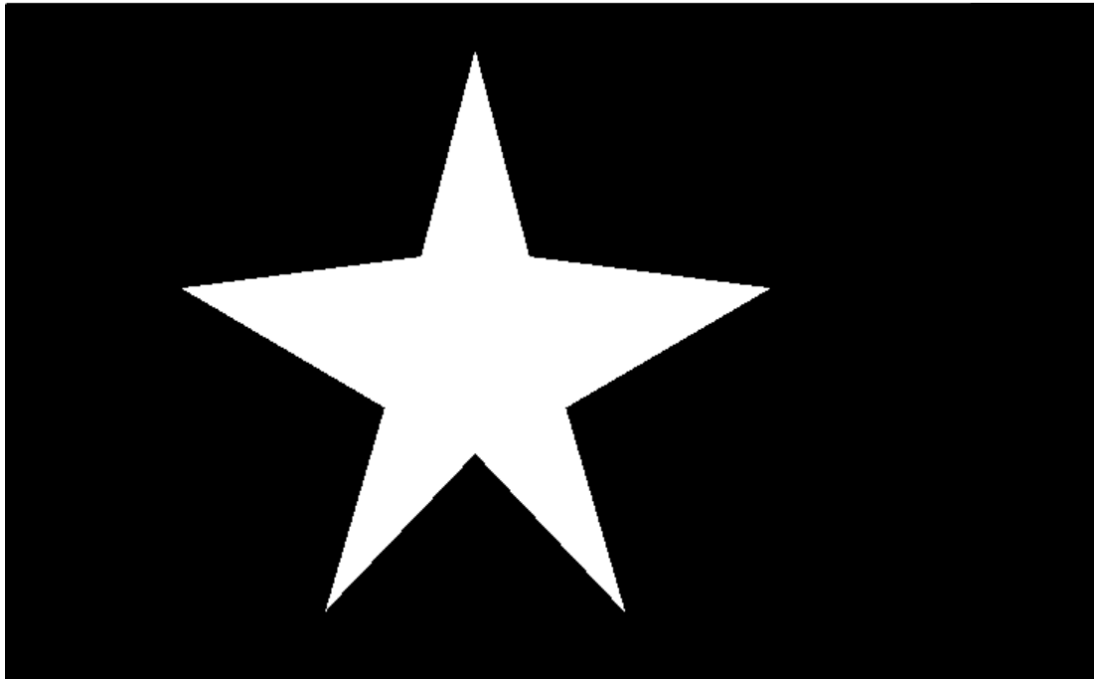


Code:

```
1  #include<graphics.h>
2
3  int main()
4  {
5      int gd =DETECT;
6      int gm;
7
8      initgraph(&gd,&gm,"C:\\TC\\BGI");
9
10     line(315,33,279,170);    // left vertical
11     line(215,407,255,270);  // left vertical
12
13     line(315,33,351,170);    // right
14     line(415,407,375,270);   // right
15
16     line(215,406,316,300);   // cross
17     line(415,407,314,300);   // cross
18     line(512,191,373,272);
19     line(119,191,257,272);
20
21     line(119,191,279,170);    // horizontal
22     line(351,170,512,191);   // horizontal
23
24     floodfill(400,233,WHITE);
25     setfillstyle(SOLID_FILL,BLUE);
26
27     getch();
28     closegraph();
29 }
```

Output:

 Windows BGI



Question_8

Your first letter of your name.

Code:

```
1  #include<graphics.h>
2
3  int main()
4  {
5      int gd =DETECT;
6      int gm;
7      initgraph(&gd,&gm,"C:\\TC\\BGI");
8      setlinestyle(SOLID_LINE,0,20);
9
10     line(100,100,100,300);
11     arc(100,150,270,90,50);
12
13     getch();
14     closegraph();
15 }
16
```

Output:

Windows BGI



Assignment link

[https://github.com/PrashanthSingaravelan/Winter Semester 2021/
tree/main/CSE2010%20Advanced%20C%20programming/Lab%20Ass
ignments/Assignment 5](https://github.com/PrashanthSingaravelan/Winter_Semester_2021/tree/main/CSE2010%20Advanced%20C%20programming/Lab%20Assignments/Assignment_5)