#include<iostream> #include<graphics.h> #include<math.h>

int main()

{

int d=DETECT,m; initgraph(&d,&m,"e:\tcc\bgi");

float x=1,y=0.00000,j=.5,count=.1; float r=15;

setcolor(14); line(0,215,650,215);

sleep(1);

for(int k=0;k<=7;k++)

{

for(float i=90;i<270;i+=10)

{

y=cos(((i\*22/7)/180))/j;

if(y>0) y=-y; x+=5;

setcolor(14); setlinestyle(1,14,0); circle(x,y\*100+200,r); floodfill(x,y\*100+200,14);

delay(100);

setcolor(0); setlinestyle(1,0,0); circle(x,y\*100+200,r); floodfill(x,y\*100+200,0);

}

j+=count; count+=.1;

}

getch();

}