#include <graphics.h>

#include <conio.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "");

int x = 200; // X position of the man

int y = 200; // Y position of the man

int direction = 1; // Flag variable for direction (1 = right, -1 = left)

while (TRUE) // Continue animation until a key is pressed

{

cleardevice();

// Draw head

setcolor(WHITE);

circle(x, y-100, 20);

// Draw body

setcolor(WHITE);

rectangle(x - 20, y-80, x + 20, y);

// Draw arms

setlinestyle(SOLID\_LINE, 0, 3);

setcolor(WHITE);

line(x - 60, y-105, x-20, y-65);

line(x + 60, y-105, x+20, y-65);

circle(x-63,y-105,8);

circle(x+63,y-110,8);

// Draw legs

setlinestyle(SOLID\_LINE, 0, 3);

setcolor(WHITE);

line(x - 10, y, x-25, y+80);

line(x + 10, y, x+25, y+80);

circle(x-24,y+88,8);

circle(x+24,y+88,8);

delay(100); // Delay between frames

x+=10\*direction;// Move the man based on the direction flag

if (kbhit()) // Check if a key is pressed

{

char key = getch(); // Get the key that was pressed

// Update position based on key press

switch (key)

{

case 75: // Left arrow key

direction = -1;

break;

case 77: // Right arrow key

direction = 1;

break;

}

}

if (x > getmaxx()) // Wrap around to the left side of the screen

x = -40;

else if (x < -40) // Wrap around to the right side of the screen

x = getmaxx();

}

closegraph();

return 0;

}