* Dev C++
* graphics.h
* methods used :-

initwindow()

line()

arc()

rectangle()

setfillstyle()

floodfill()

delay()

cleardevice()

closegraph()

#include<graphics.h>

#include<iostream>

using namespace std;

int main()

{

initwindow(1000,500);

setfillstyle(SOLID\_FILL,BLUE);

rectangle(10,100,110,200);

floodfill(60,150,WHITE);

setfillstyle(SOLID\_FILL,GREEN);

rectangle(130,100,230,200);

floodfill(180,150,WHITE);

setfillstyle(SOLID\_FILL,YELLOW);

rectangle(250,100,350,200);

floodfill(300,150,WHITE);

setfillstyle(SOLID\_FILL,RED);

rectangle(370,100,470,200);

floodfill(420,150,WHITE);

line(60,200,60,250);

line(180,200,180,250);

line(300,200,300,250);

line(420,200,420,250);

line(10,250,110,250);

line(130,250,230,250);

line(250,250,350,250);

line(370,250,470,250);

//C

arc(60,150,60,300,25);

//S

arc(180,130,30,270,15);

arc(180,160,210,90,15);

//E

line(270,125,270,175);

line(270,125,320,125);

line(270,150,300,150);

line(270,175,320,175);

//C

arc(420,150,60,300,25);

getch();

closegraph();

return 0;

}

