#include<graphics.h>

#include<iostream>

using namespace std;

int main()

{

cout<<"Banana";

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);

for(int i=0;i<420;i=i+120)

{

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+i,150,60,300,25);

if(180+i<=420)

{

//S

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

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

}

else

{

arc(60,130,30,270,15);

arc(60,160,210,90,15);

}

if(270+i<=420){

//E

line(270+i,125,270+i,175);

line(270+i,125,320+i,125);

line(270+i,150,300+i,150);

line(270+i,175,320+i,175);

}

else

{

line(i-210,125,i-210,175);

line(i-210,125,i-160,125);

line(i-210,150,i-180,150);

line(i-210,175,i-160,175);

}

//c

if(i+420>420){

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

}

else{

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

}

delay(1000);

cleardevice();

}

getch();

closegraph();

return 0;

}

