#include<graphics.h>

#include<dos.h>

#include<conio.h>

#include<stdlib.h>

#include<process.h>

void spl()

{sound(10000); delay(100);nosound(); delay(70);}

void main()

{

int a,x,y, gd= DETECT, gm,bd=1000,d=110, z = 180 , k= 1;

initgraph(&gd,&gm,"C:\\Turboc3\\BGI");

for ( int b= 0; b<500; b++)

{

setcolor(LIGHTRED);

settextstyle(TRIPLEX\_FONT,0,8);

outtextxy(0+b,100,"COMPUTER");

delay(k);

setcolor(MAGENTA);

settextstyle(TRIPLEX\_FONT,0,8);

outtextxy(50+b,165,"GRAPHICS &");

delay(k);

setcolor(BROWN);

settextstyle(TRIPLEX\_FONT,0,8);

outtextxy(100+b,230,"ANIMATION");

delay(k);

cleardevice();

}

moveto(0,195);

settextstyle(TRIPLEX\_FONT,HORIZ\_DIR,4);

setcolor(YELLOW);

outtext(" PROJECT LOADING ");delay(d);

setcolor(GREEN);

outtext(".");delay(d);

outtext(".");delay(d);

outtext(".");delay(d);

outtext(".");delay(d);

outtext(".");delay(d);

outtext(".");delay(d);

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outtext(".");delay(d);

outtext(".");delay(d);

outtext(".");delay(d);

outtext(".");delay(d);

outtext(".");delay(d);

cleardevice();

setcolor(14);

//

line (320,100,320,380); line(180,240,460,240);

//

line(250,170,320,240); line(390, 170,320,240); spl();

line(250,310,320,240); line(390, 310,320,240); spl();

//

line(292,178,320,240); line(348,178,320,240); spl();

line(292,302,320,240); line(348,302,320,240); spl();

line(258,212,320,240); line(382,268,320,240); spl();

line(258,268,320,240); line(383,268,320,240); spl();

//outline anticlock

line(320,100,292,178); line(292,178,250,170); spl();

line(250,170,258,212); line(258,212,180,240); spl();

line(180,240,258,265); line(258,268,250,310); spl();

line(250,310,292,302); line(292,302,320,380); spl();

line(250,170,258,212); line(258,212,180,240); spl();

line(320,380,348,302); line(348,302,390,310); spl();

line(390,170,348,178); line(348,178,320,100); spl();

//

line(320,94,290,175); line(320,94,350,175); spl();

line(290,175,247,167); line(350,175,393,167); spl();

line(247,167,255,211); line(393,167,385,211); spl();

line(255,211,174,240); line(385,211,466,240); spl();

line(174,240,255,269); line(466,240,385,269); spl();

line(255,269,247,313); line(385,269,393,313); spl();

line(247,313,290,305); line(393,313,350,305); spl();

line(290,305,320,386); line(350,305,320,386); spl();

//outline ter

line(320,80,286,169); line(320,80,354,169); spl();

line(286,169,242,161); line(354,169,398,161); spl();

line(242,161,249,207); line(398,161,391,207); spl();

line(249,207,160,240); line(391,207,480,240); spl();

line(160,240,249,273); line(480,240,391,273); spl();

line(249,273,242,319); line(391,273,398,319); spl();

line(242,319,286,311); line(398,319,354,311); spl();

line(286,311,320,400); line(354,311,320,400); spl();

//left qua

setfillstyle(9,1);floodfill(330,210,14); spl();

setfillstyle(9,1);floodfill(350,205,14); spl();

setfillstyle(9,1);floodfill(350,237,14); spl();

setfillstyle(9,1);floodfill(355,215,14); spl();

setfillstyle(9,3);floodfill(290,245,14); spl();

setfillstyle(9,3);floodfill(290,275,14); spl();

setfillstyle(9,3);floodfill(290,260,14); spl();

setfillstyle(9,3);floodfill(310,275,14); spl();

setfillstyle(9,4);floodfill(350,260,14); spl();

setfillstyle(9,4);floodfill(350,245,14); spl();

setfillstyle(9,4);floodfill(350,275,14); spl();

setfillstyle(9,4);floodfill(330,275,14); spl();

setfillstyle(9,2);floodfill(290,237,14); spl();

setfillstyle(9,2);floodfill(310,210,14); spl();

setfillstyle(9,2);floodfill(285,200,14); spl();

setfillstyle(9,2);floodfill(230,217,14); spl();

setfillstyle(9,2);floodfill(285,215,14); spl();

cleardevice();

setcolor(WHITE);

for (int i=160;i>120;i-=30)

for(int j=0;j<361;++j)

{arc(320,240,0,j,i);delay(10);}

for(i=350,j=80;i>150,j<340;--i,++j)

{

line(350,80,i,j);

line(350,80,350,j);

line(130,280,500-i,280);

delay(10);}

delay(500);

cleardevice();

delay(1000);

setbkcolor(15);

delay(500);

cleardevice();

setbkcolor(0);

setcolor(14);

rectangle(0,0,639,479);

line(338,60,385,60); line(336,56,389,56);

line(385,60,385,238); line(389,56,389,247);

line(385,238,340,193); line(389,247,336,194);

line(340,193,340,129); line(336,194,336,146);

line(340,129,288,233); line(336,146,295,229);

line(288,233,340,233); line(295,229,336,229);

line(340,233,340,207); line(336,229,336,198);

line(340,207,384,251); line(389,251,336,198);

line(384,251,340,295); line(389,251,336,304);

line(340,295,340,269); line(336,304,336,273);

line(340,269,270,269); line(336,273,273,273);

line(270,269,204,400); line(273,273,207,404);

line(204,400,154,400); line(207,404,147,404);

line(154,400,338,60); line(147,404,336,56);

line(385,264,385,316); line(389,255,389,320);

line(385,264,340,309); line(389,255,336,308);

line(340,309,340,316); line(336,308,336,320);

line(340,316,385,316); line(336,320,389,320);

//outer ring left

arc(315,240,97,206,125); arc(315,240,89,214,159);

arc(315,240,95,208,131); arc(315,240,90,213,153);

line(318,81,293,126); line(202,293,183,329);

line(183,329,188,329); arc(318,236,102,204,113);

delay(1);

// outerring right

arc(315,240,236,51,125); arc(315,240,237,61,159);

arc(315,240,236,53,131); arc(315,240,237,59,153);

line(246,344,229,375); line(393,101,393,143);

line(246,344,257,343); arc(322,266,229,263,100);

arc(334,244,270,67,154);

delay(1);

line(336,174,308,229); line(287,273,252,344);

line(235,377,224,398); line(224,398,207,404);

line(401,66,401,106); line(389,56,401,66);

line(401,150,401,247); line(401,255,401,313);

line(389,247,401,247); line(389,255,401,255);

line(389,320,401,313); line(389,251,401,251);

delay(1);

line(336,190,336,200); line(336,300,336,310);

line(401,251,397,255); line(401,251,397,247);

delay(1);

int c=9;

setfillstyle(c,14);

floodfill(151,402,14); floodfill(330,70,14);

floodfill(325,80,14); floodfill(317,95,14);

floodfill(311,105,14); floodfill(305,117,14);

floodfill(301,124,14); floodfill(294,139,14);

floodfill(295,135,14); floodfill(380,318,14);

floodfill(164,200,14); floodfill(194,200,14);

floodfill(471,240,14); floodfill(442,240,14);

delay(2000);

setfillstyle(c,1);

floodfill(170,390,14); floodfill(380,300,14);

floodfill(174,200,14); floodfill(455,240,14);

delay(2000);

settextstyle(2,0,3);

setusercharsize(3,1,3,1);

setcolor(4);

outtextxy(212,400,"AVENGERS");delay(250);

setcolor(12);

outtextxy(214,402,"AVENGERS");delay(250);

setcolor(14);

outtextxy(216,404,"AVENGERS");delay(500);

settextstyle(10,0,1);

setusercharsize(34,120,50,120);

setcolor(15);

outtextxy(451,311,"MARVEL");

rectangle(447,317,506,339);

setfillstyle(1,4);

floodfill(452,318,15);

setcolor(4);rectangle(447,317,506,339);delay(500);

setcolor(15);

settextstyle(2,0,1);

setusercharsize(150,100,135,50);

outtextxy(512,312,"STUDIOS");

line(511,317,571,317);

line(511,339,571,339);

delay(500);

cleardevice();

while(!kbhit()){

for(a=0;a<5000;a++){

x=rand()%getmaxx();

y=rand()%getmaxy();

putpixel(x,y,7);

}

delay(100);

cleardevice();

setcolor(YELLOW);

settextstyle(TRIPLEX\_FONT,0,6);

outtextxy(150,100,"DEVELOPED BY");delay(400);

setcolor(BLUE);

settextstyle(TRIPLEX\_FONT,0,7.6);

outtextxy(100,250,"SANDEEP ");

delay(400);

}

delay(bd+bd);

cleardevice();

moveto(85,150);

settextstyle(TRIPLEX\_FONT,0,8.5);

setcolor(WHITE);

outtext("T");delay(z);

outtext("H");delay(z);

outtext("A");delay(z);

outtext("N");delay(z);

outtext("K");delay(z);

outtext(" ");delay(z);

outtext("Y");delay(z);

outtext("O");delay(z);

outtext("U");delay(z);

getch();

closegraph();

}



