

```

#include <graphics.h>
#include <stdio.h>
#include <conio.h>

void drawI() {
    line(100, 50, 100, 200);
    line(50, 50, 150, 50);
    line(50, 200, 150, 200);
}

void drawB() {
    rectangle(160, 50, 260, 150);
    rectangle(160, 200, 260, 300);
    line(160, 150, 160, 200);
    line(260, 150, 260, 200);
}

void drawR() {
    rectangle(300, 50, 400, 150);
    line(300, 150, 400, 200);
    line(300, 100, 300, 250);
}

void drawA() {
    line(450, 350, 525, 50);
    line(525, 50, 600, 350);
    line(490, 200, 560, 200);
}

int main() {
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "C:\\\\Turboc3\\\\BGI");

    drawI();
    drawB();
    drawR();
    drawA();

    getch();
    closegraph();
    return 0;
}

```

