//divide screen into 4 parts and draw space in them

#include <graphics.h>

#include <stdlib.h>

#include <stdio.h>

#include <conio.h>

int main(void)

{

int gdriver = DETECT, gmode, errorcode;

int xmax, ymax, midx, midy, q1midx, q1midy, q2midx, q2midy, q3midx, q3midy, q4midx, q4midy;

initgraph(&gdriver, &gmode, "c:\\turboc3\\bgi");

xmax = getmaxx();

ymax = getmaxy();

midx = xmax / 2;

midy = ymax / 2;

q2midx = midx / 2;

q2midy = midy / 2;

q1midx = (midx + xmax) / 2;

q1midy = q2midy;

q3midx = q2midx;

q3midy = (midy + ymax) / 2;

q4midx = q1midx;

q4midy = q3midy;

line(midx,0,midx,ymax);

line(0,midy,xmax,midy);

line(0,0,0,ymax);

line(0,0,xmax,0);

line(xmax,0,xmax,ymax);

line(0,ymax,xmax,ymax);

//Circle

circle(q1midx, q1midy, 80);

//Rectangle

line((q2midx - 100),(q2midy + 50),(q2midx + 100),(q2midy + 50));

line((q2midx - 100),(q2midy - 50),(q2midx + 100),(q2midy - 50));

line((q2midx - 100),(q2midy - 50),(q2midx - 100),(q2midy + 50));

line((q2midx + 100),(q2midy - 50),(q2midx + 100),(q2midy + 50));

//Ellipse

ellipse(q3midx,q4midy,0,360,100,50);

//Half-Ellipse

ellipse(q4midx,q3midy,0,180,100,50);

outtextxy((q1midx - 20),(q1midy + 100),"Circle");

outtextxy((q2midx - 20),(q2midy + 100),"Rectangle");

outtextxy((q3midx - 20),(q3midy + 100),"Ellipse");

outtextxy((q4midx - 20),(q4midy + 100),"Half-Ellipse");

/\* clean up \*/

getch();

closegraph();

return 0;

}