Project CGMM :-

#include<iostream.h>  
#include<conio.h>  
#include<dos.h>  
#include<stdio.h>  
#include<graphics.h>  
#include<math.h>  
#include<string.h>  
#include<time.h>  
float main(void)  
 {  
 int\*p1,\*p2,\*p;  
 clock\_t start,end;  
 time\_t t,t1;  
 int z=0,z1=0;  
 int gdriver = DETECT, gmode, errorcode;  
 initgraph(&gdriver, &gmode, "");  
  
  
 int r=0;  
 int ch,x=10,y=350;  
 int poly[100],poly1[100],variable1;  
 setcolor(14);  
 ellipse(100,105,180,0,10,15);  
 ellipse(93,125,320,50,3,7);  
 ellipse(105,125,130,270,3,7);  
 ellipse(110,112,250,90,3,2);  
 line(93,128,108,133);  
 putpixel(100,120,4);  
 poly[0]=105;  
 poly[1]=105;  
 poly[2]=103;  
 poly[3]=108;  
 poly[4]=101;  
 poly[5]=109;  
 poly[6]=101;  
 poly[7]=111;  
 poly[8]=100;  
 poly[9]=108;  
 poly[10]=98;  
 poly[11]=108;  
 poly[12]=96;  
 poly[13]=111;  
 poly[14]=96;  
 poly[15]=119;  
 poly[16]=88;  
 poly[17]=113;  
 poly[18]=89;  
 poly[19]=105;  
 poly[20]=105;  
 poly[21]=105;  
 setcolor(8);  
 drawpoly(11,poly);  
 setfillstyle(1,8);  
 floodfill(94,108,8);  
 setcolor(14);  
 poly1[0]=105;  
 poly1[1]=105;  
 poly1[2]=103;  
 poly1[3]=108;  
 poly1[4]=101;  
 poly1[5]=109;  
 poly1[6]=101;  
 poly1[7]=111;  
 poly1[8]=100;  
 poly1[9]=108;  
 poly1[10]=98;  
 poly1[11]=108;  
 poly1[12]=96;  
 poly1[13]=111;  
 poly1[14]=96;  
 poly1[15]=119;  
 drawpoly(8,poly1);  
 line(105,105,110,105);  
 setfillstyle(1,14);  
 floodfill(106,110,14);  
 floodfill(111,112,14);  
 setcolor(2);  
 for(variable1=0;variable1<=5;variable1+=2)  
 ellipse(100,101,0,180,10,variable1);  
 setcolor(4);  
 for(variable1=0;variable1<=5;variable1+=3)  
 ellipse(100,105,0,180,20,variable1);  
 line(80,105,120,105);  
 setfillstyle(1,0);  
 fillellipse(107,111,1,2);  
 setcolor(0);  
 arc(107,111,70,160,3);  
 setcolor(6);  
 setfillstyle(1,6);  
 fillellipse(99,112,1,3);  
 setfillstyle(1,4);  
 fillellipse(99,115,2,2);  
 setcolor(8);  
 for(variable1=0;variable1<=3;variable1++)  
 ellipse(107,118,70,180,4,variable1);  
 setcolor(4);  
 line(93,128,108,133);  
 line(108,133,110,138);  
 line(110,138,93,133);  
 line(93,133,93,128);  
 setfillstyle(2,4);  
 floodfill(96,131,4);  
 setcolor(2);  
 ellipse(100,193,20,70,15,60);  
 ellipse(101,184,120,170,15,60);  
 line(93,133,105,137);  
 line(86,174,114,173);  
 setfillstyle(1,2);  
 floodfill(90,170,2);  
 setcolor(3);  
 line(104,140,102,150);  
 line(94,140,94,151);  
 line(94,140,103,140);  
 line(100,150,108,165);  
 line(100,165,108,165);  
 line(94,151,100,165);  
 setcolor(14);  
 line(102,166,107,166);  
 line(103,168,109,168);  
 line(102,166,103,168);  
 line(107,166,109,168);  
 setfillstyle(1,14);  
 floodfill(105,167,14);  
 setcolor(0);  
 line(102,169,110,169);  
 setfillstyle(9,2);  
 floodfill(100,145,3);  
 setcolor(12);  
 getimage(78,95,122,202,p1);  
 line(108,175,106,195);  
 line(92,175,94,195);  
 line(108,175,92,175);  
 line(106,195,94,195);  
 setfillstyle(6,12);  
 floodfill(100,180,12);  
 setcolor(8);  
 setfillstyle(6,8);  
 ellipse(103,200,0,180,10,3);  
 line(93,200,113,200);  
 floodfill(103,199,8);  
 getimage(78,95,122,202,p2);  
 putimage(78,95,p2,1);  
 putimage(78,95,p1,1);  
 setcolor(12);  
 setfillstyle(6,12);  
 int po[100],pol[100];  
 po[0]=110;  
 po[1]=174;  
 po[2]=120;  
 po[3]=196;  
 po[4]=108;  
 po[5]=196;  
 po[6]=96;  
 po[7]=174;  
 po[8]=110;  
 po[9]=174;  
 drawpoly(5,po);  
 pol[0]=96;  
 pol[1]=174;  
 pol[2]=89;  
 pol[3]=174;  
 pol[4]=87;  
 pol[5]=196;  
 pol[6]=97;  
 pol[7]=196;  
 pol[8]=101;  
 pol[9]=184;  
 drawpoly(5,pol);  
 floodfill(103,177,12);  
 floodfill(93,177,12);  
 setcolor(8);  
 setfillstyle(6,8);  
 ellipse(119,200,0,180,10,3);  
 ellipse(97,200,0,180,10,3);  
 line(109,200,129,200);  
 line(107,200,87,200);  
 floodfill(119,199,8);  
 floodfill(97,199,8);  
 getimage(78,95,130,202,p1);  
 putimage(78,95,p1,1);  
 putimage(x-5,350,p1,1);  
 setcolor(15);  
 rectangle(0,458,getmaxx()+10,getmaxy());  
 setfillstyle(6,15);  
 floodfill(10,464,15);  
 setfillstyle(6,15);  
 fillellipse(400,100,60,40);  
 int v=0,v1=0,v2[1000],l1,l2,l3;  
 here1:  
 ch=getch();  
 if(ch== 77)  
 {  
 x=x+5;  
 //sound(3000);  
 }  
 else if (ch== 72)  
 {  
 v=350;  
 for(int i=y,j=y-200,k=y+107;i>=y-200;i-=4,j+=4,k--)  
 {  
 if(i>=250)  
 {  
 if(x%2==0)  
 {  
 //sound(i+100);  
 delay(15);  
 if(i==y)  
 putimage(x,i+4,p1,1);  
 putimage(x,i+4,p1,1);  
 putimage(x,i,p1,2);  
 if(!kbhit())  
 z = 10;  
 while(kbhit())  
 {  
 z+=2;  
 if (z>100)break;  
 v2[i]=getch();  
 delay(15);  
 switch(v2[i])  
 {  
 case 77:  
 x=x+10;  
 putimage(x,i,p1,1);  
 putimage(x-10,i,p1,1);  
 break;  
 case 75:  
 x=x-10;  
 putimage(x,i,p1,1);  
 putimage(x+10,i,p1,1);  
 break;  
 case 32:  
 l2=i;  
 for(l1=x+50;l1<=getmaxx();l1++)  
 {  
 while(kbhit())  
 {  
 int t = getch();  
 switch(t)  
 {  
 case 77:  
 x=x+10;  
 putimage(x,i,p1,1);  
 putimage(x-10,i,p1,1);  
 break;  
 case 75:  
 x=x-10;  
 putimage(x,i,p1,1);  
 putimage(x+10,i,p1,1);  
 break;  
 }  
 }  
 delay(3);  
 setcolor(0);  
 setfillstyle(1,4);  
 fillellipse(l1-2,l2,5,5);  
 if(!kbhit())ungetch(t);  
 }  
 default:  
 break;  
 case 27:  
 goto here2;  
 }  
 }  
  
 ungetch(v2[i]);  
 }  
 else  
 {  
 ////sound(i+100);  
 delay(15);  
 if(i==y)  
 putimage(x,i+4,p2,1);  
 putimage(x,i+4,p2,1);  
 putimage(x,i,p2,2);  
 if(!kbhit())  
 z = 10;  
 while(kbhit())  
 {  
 z+=2;  
 if (z>100)break;  
 v2[i]=getch();  
 delay(15);  
 switch(v2[i])  
 {  
 case 77:  
 x=x+10;  
 putimage(x,i,p2,1);  
 putimage(x-10,i,p2,1);  
 break;  
 case 75:  
 x=x-10;  
 putimage(x,i,p2,1);  
 putimage(x+10,i,p2,1);  
 break;  
 case 32:  
  
 default:  
 break;  
 case 27:  
 goto here2;  
 }  
 }  
 ungetch(v2[i]);  
 }  
  
 }  
  
 if(i<250)  
 {  
 if(x%2==0)  
 {  
 ////sound(j+100);  
 delay(15);  
 if(j==y)  
 putimage(x,i-4,p,1);  
 putimage(x,j-4,p1,1);  
 putimage(x,j,p1,2);  
 }  
 else  
 {  
 ////sound(i+100);  
 delay(15);  
 if(j==y)  
 putimage(x,i-4,p,1);  
 putimage(x,j-4,p2,1);  
 putimage(x,j,p2,2);  
 }  
 }  
 }  
 }  
else if (ch== 75)  
{  
 x=x-5;  
 ////sound(3000);  
}  
else if (ch== 27)  
goto here2;  
else goto here;  
if(ch==77||ch==75)  
 {  
 if(x%2==0)  
 {  
 if(r==1)  
 {  
 if(ch==77)  
 putimage(x-5,y,p2,1);  
 if(ch==75)  
 putimage(x+5,y,p2,1);  
 }  
 putimage(x,y,p1,1);  
 }  
 else  
 {  
 if(r==1)  
 {  
 if(ch==77)  
 putimage(x-5,y,p1,1);  
 if(ch==75)  
 putimage(x+5,y,p1,1);  
 }  
 if(r==0)  
 putimage(x-10,350,p1,1);  
 putimage(x,y,p2,1);  
 }  
 r=1;  
 }  
 here:  
 nosound();  
 goto here1;  
 here2:  
 nosound();  
}