

## Moving cycle using computer graphics programming in C++

Code :

```
// C++ program to draw the moving
// cycle using computer graphics

#include <conio.h>
#include <dos.h>
#include <graphics.h>
#include <iostream.h>

// Driver code
int main()
{
    int gd = DETECT, gm, i, a;

    // Path of the program
    initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");

    // Move the cycle
    for (i = 0; i < 600; i++) {
        // Upper body of cycle
        line(50 + i, 405, 100 + i, 405);
        line(75 + i, 375, 125 + i, 375);
        line(50 + i, 405, 75 + i, 375);
        line(100 + i, 405, 100 + i, 345);
        line(150 + i, 405, 100 + i, 345);
        line(75 + i, 345, 75 + i, 370);
        line(70 + i, 370, 80 + i, 370);
        line(80 + i, 345, 100 + i, 345);

        // Wheel
        circle(150 + i, 405, 30);
        circle(50 + i, 405, 30);
```

```
// Road  
line(0, 436, getmaxx(), 436);  
  
// Stone  
rectangle(getmaxx() - i, 436,  
          650 - i, 431);  
  
// Stop the screen for 10 secs  
delay(10);  
  
// Clear the screen  
cleardevice();  
}  
  
getch();  
  
// Close the graph  
closegraph();  
}
```

Output :



