

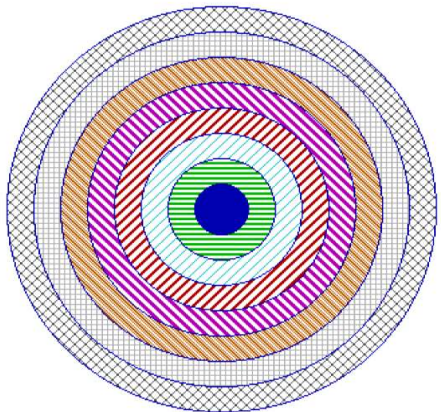
18/12/20

REVISION

Write a Program to draw animation using increasing circles filled with different colors and patterns

```
#include<graphics.h>
#include<conio.h>
void main()
{
    int gd=DETECT, gm, i, x, y;
    initgraph(&gd, &gm, "C:\\TC\\BGI");
    x=getmaxx()/3;
    y=getmaxx()/3;
    setbkcolor(WHITE);
    setcolor(BLUE);
    for(i=1;i<=8;i++)
    {
        setfillstyle(i,i);
        delay(20);
        circle(x, y, i*20);
        floodfill(x-2+i*20,y,BLUE);
    }
    getch();
    closegraph();
}
```

}



Activate Windows
Go to Settings to activate Windows.