

21/12/20

Write a Program to make a moving colored car using inbuilt functions

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

// Function to draw moving car #
void draw_moving_car(void) {

    int i, j = 0, gd = DETECT, gm;

    initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");

    for (i = 0; i <= 420; i = i + 10) {

        // Set color of car as red
        setcolor(RED);

        // These lines for bonnet and
        // body of car
        line(0 + i, 300, 210 + i, 300);
        line(50 + i, 300, 75 + i, 270);
        line(75 + i, 270, 150 + i, 270);
        line(150 + i, 270, 165 + i, 300);
        line(0 + i, 300, 0 + i, 330);
        line(210 + i, 300, 210 + i, 330);

        // For left wheel of car
```

```
circle(65 + i, 330, 15);
circle(65 + i, 330, 2);

// For right wheel of car
circle(145 + i, 330, 15);
circle(145 + i, 330, 2);

// Line left of left wheel
line(0 + i, 330, 50 + i, 330);

// Line middle of both wheel
line(80 + i, 330, 130 + i, 330);

// Line right of right wheel
line(210 + i, 330, 160 + i, 330);

delay(100);

// To erase previous drawn car, draw
// the whole car at same position
// but color using black
setcolor(BLACK);

// Lines for bonnet and body of car
line(0 + i, 300, 210 + i, 300);
line(50 + i, 300, 75 + i, 270);
line(75 + i, 270, 150 + i, 270);
line(150 + i, 270, 165 + i, 300);
line(0 + i, 300, 0 + i, 330);
```

```

    line(210 + i, 300, 210 + i, 330);

    // For left wheel of car
    circle(65 + i, 330, 15);
    circle(65 + i, 330, 2);

    // For right wheel of car
    circle(145 + i, 330, 15);
    circle(145 + i, 330, 2);

    // Line left of left wheel
    line(0 + i, 330, 50 + i, 330);

    // Line middle of both wheel
    line(80 + i, 330, 130 + i, 330);

    // Line right of right wheel
    line(210 + i, 330, 160 + i, 330);
}

getch();

closegraph();
}

// Driver code
int main()
{
    draw_moving_car();
}

```

```
return 0;  
}
```

