* (Practice)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();

}

OUTPUT:

