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

#include<graphics.h>

#include<conio.h>

#include<dos.h>

void main()

{

int gdriver=DETECT,gmode,i=0,j=0;

initgraph(&gdriver,&gmode,”c:\turboc3\bgi”);

for(i;i<420;++i)

{

line(0,245,650,245);

line(0+i,200,210+i,200);

line(50+i,200,70+i,170);

line(70+i,170,140+i,170);

line(140+i,170,160+i,200);

line(85+i,170,85+i,200);

line(125+i,170,125+i,200);

line(0+i,200,0+i,230);

line(210+i,200,210+i,230);

line(0+i,230,50+i,230);

circle(65+i,230,15);

line(80+i,230,130+i,230);

circle(145+i,230,15);

line(210+i,230,160+i,230);

pieslice(65+i,230,359-j,360-j,15);

pieslice(65+i,230,179-j,180-j,15);

pieslice(65+i,230,89-j,90-j,15);

pieslice(65+i,230,269-j,270-j,15);

pieslice(145+i,230,359-j,360-j,15);

pieslice(145+i,230,179-j,180-j,15);

pieslice(145+i,230,89-j,90-j,15);

pieslice(145+i,230,269-j,270-j,15);

if(j==179)

j=0;

++j;

delay(30);

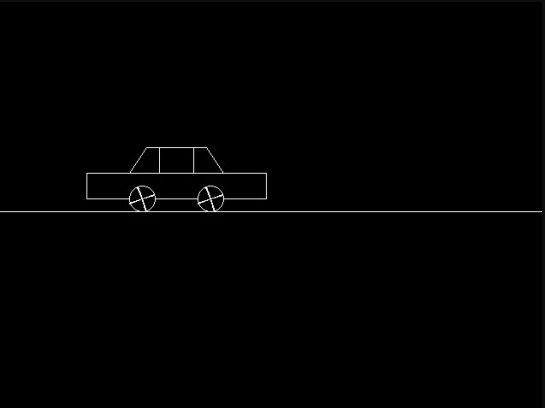
cleardevice();

}

closegraph();

}

**OUTPUT:**

****