Use of graphics.h:

C graphics using graphics.h functions or WinBGIM (Windows 7) can be used to draw different shapes, display text in different fonts, change [colors](http://www.programmingsimplified.com/c/graphics.h/colors) and many more. Using functions of graphics.h in turbo c compiler you can make graphics programs, animations, projects and games. You can draw circles, lines, rectangles, bars and many other geometrical figures. You can change their colors using the available functions and fill them.

Syntax:

**Line**:

line(int x1, int y1, int x2, int y2);

**Circle**:

circle(int x, int y, int radius);

**Ellipse**:

ellipse(int midx,int midy, int startingangle, int endingangle,int radiusx,int radiusy);

**Bar**:

bar(int left,int top,int right,int bottom);

**Arc**:

arc(int x, int y, int stangle, int endangle, int radius);

**Rectangle**:

rectangle(int left, int top, int right, int bottom);

**Sector:**

sector( int x, int y, int stangle, int endangle, int xradius, int yradius);

**floodfill:**

floodfill(int x, int y, int border);

floodfill function is used to fill an enclosed area.

**Getbkcolor:**

getbkcolor();

getbkcolor function returns the current background color

**getcolor:**getcolor();

getcolor function returns the current drawing color.

**Getmaxx:**

getmaxx();

getmaxx function returns the maximum X coordinate for current graphics mode and driver.

**Setbkcolor:**

 setbkcolor(int color);

setbkcolor function changes current background color

**Putpixel**:

putpixel(int x, int y, int color);

putpixel function plots a pixel at location (x, y) of specified color.

**Closegraph:**

closegraph();

closegraph function closes the graphics mode, deallocates all memory allocated by graphics system and restores the screen to the mode it was in before you called initgraph.

**Initgraph:**

initgraph(int graphdriver, int graphmode, char\* pathdriver);

if gd=DETECT, then initgraph sets \*graphmode to the highest resolution available for the detected driver

function initgraph which is used to initialize the graphics mode . To initialize graphics mode we use initgraph function in our program. In other words, initgraph function is used to initialize with the graphics library and changes to the graphics screen for drawing.