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TURBOC3\BGI\SHAPES.C 1=[+]  
#include<stdio.h>  
#include<conio.h>  
#include<graphics.h>  
  
void main()  
{  
    int gd = DETECT, gm;  
    initgraph(&gd, &gm, "C:\\\\turbo3\\bgi");  
  
    circle(200, 200, 50);  
    putpixel(175, 187, 15);  
    putpixel(225, 187, 15);  
    arc(200, 210, 175, 1, 20);  
  
    circle(400, 200, 50);  
    putpixel(375, 187, 15);  
    putpixel(425, 187, 15);  
    arc(400, 230, 1, 175, 20);  
  
    circle(300, 400, 50);  
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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```

```
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\TURBOC3\BGI\SHAPES.C 1:1
circle(200,200,50);
putpixel(175,187,15);
putpixel(225,187,15);
arc(200,210,175,1,20);

circle(400,200,50);
putpixel(375,187,15);
putpixel(425,187,15);
arc(400,230,1,175,20);

circle(300,400,50);
putpixel(275,387,15);
putpixel(325,387,15);
line(285,420,315,420);

getch();
closegraph();

}
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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```