

```
1 #include <iostream>
2 #include <cstdlib>
3 #include <graphics.h>
4 using namespace std;
5 int main()
6 {
7     int gd = DETECT, gm;
8     int i, x, y, flag = 0;
9     initgraph(&gd, &gm, NULL);
10    /* get mid positions in x and y-axis */
11    x = getmaxx() / 2;
12    y = 30;
13    while (1)
14    {
15        if (y >= getmaxy() - 30 || y <= 30)
16            flag = !flag;
17        /* draws the gray board */
18        setcolor(RED);
19        // setfillstyle(SOLID_FILL, RED);
20        circle(x, y, 30);
21        floodfill(x, y, RED);
22        /* delay for 50 milli seconds */
23        delay(50);
24        /* clears screen */
25        cleardevice();
26        if (flag)
27        {
28            y = y + 5;
29        }
30        else
31        {
32            y = y - 5;
33        }
34    }
35    delay(5000);
36    closegraph();
37    return 0;
38 }
```

