-static -libgcc -lbgi -lgdi32 -lcomdlg32 -luuid -loleaut32 -lole32

Q1)To draw co-ordinate axis at the center of the screen

#include<graphics.h>

#include<stdio.h>

#include<stdlib.h>

#include<conio.h>

int main(void)

{

int gd=DETECT,gm;

int xmax,ymax;

initgraph(&gd,&gm,"C:\\TC\\BGI");

xmax=getmaxx();

ymax=getmaxy();

line(xmax/2,0,xmax/2,ymax);

line(0,ymax/2,xmax,ymax/2);

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}

Q2) To draw circle, arc ,and fill circle using graphic function

#include<graphics.h>

#include<stdio.h>

#include<stdlib.h>

#include<conio.h>

int main(void)

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TC\\BGI");

arc(130,120,0,165,50);

outtextxy(123,107,"Arc");

circle(490,100,50);

outtextxy(480,95,"Circle");

setcolor(RED);

circle(250,340,50);

floodfill(238,338,RED);

setcolor(YELLOW);

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}

Q3)Divide your screen into four regions,circle,rectangle,ellipse

#include<graphics.h>

#include<stdio.h>

#include<stdlib.h>

#include<conio.h>

int main(void)

{

int gd=DETECT,gm;

int xmax,ymax;

initgraph(&gd,&gm,"C:\\TC\\BGI");

setcolor(getmaxcolor());

xmax=getmaxx();

ymax=getmaxy();

line(xmax/2,0,xmax/2,ymax);

line(0,ymax/2,xmax,ymax/2);

circle(170,125,100);

outtextxy(170,125,"Circle");

rectangle(58,251,304,392);

outtextxy(60,300,"Rectangle");

arc(500,150,45,135,100);

outtextxy(500,300,"Arc");

ellipse(500,300,0,360,75,25);

outtextxy(500,300,"Ellipse");

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}

Q4)Draw circle ,rectangle ,ellipse, sector and polygon

#include<graphics.h>

#include<conio.h>

int main(void)

{

int gd=DETECT,gm;

int poly[12]={350,340,350,410,430,400,350,350,300,430,350,450};

initgraph(&gd,&gm,"C:\\TC\\BGI");

circle(100,100,50);

outtextxy(75,170,"Circle");

rectangle(200,50,350,150);

outtextxy(240,170,"Rectangle");

ellipse(500,100,0,360,100,50);

outtextxy(480,170,"Ellipse");

line(100,250,540,250);

outtextxy(300,260,"Line");

sector(150,400,30,300,100,50);

outtextxy(120,460,"Sector");

draepoly(6,poly);

outtextxy(360,460,"Polygon")

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}

Q5) Draw a smile face

#include<graphics.h>

#include<conio.h>

int main(void)

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TC\\BGI");

circle(200,200,30);

circle(190,190,5);

arc(190,190,50,130,10);

circle(210,190,5);

arc(210,190,50,130,10);

arc(200,210,180,360,10);

line(187,210,193,210);

line(207,210,213,210);

line(198,195,195,200);

line(202,195,205,200);

line(195,200,200,205);

line(205,200,200,205);

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}

Q6) Hut

#include<graphics.h>

#include<conio.h>

#include<stdlib.h>

#include<stdio.h>

int main(void)

{

int gd=DETECT,gm;

int xmax,ymax;

initgraph(&gd,&gm,"C:\\TC\\BGI");

setcolor(WHITE);

rectangle(150,180,250,300);

rectangle(250,180,420,300);

rectangle(180,250,220,300);

line(200,100,150,180);

line(200,100,370,100);

line(370,100,420,180);

setcolor(RED);

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}

Q7) Star

#include<graphics.h>

#include<conio.h>

#include<stdlib.h>

#include<stdio.h>

int main(void)

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TC\\BGI");

line(150,100,100,200);

line(100,200,200,200);

line(200,200,150,100);

line(100,125,200,125);

line(100,125,150,225);

line(150,225,200,125)

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}

Q8) Stickman

#include<graphics.h>

#include<math.h>

#include<graphics.h>

int main()

{

int gd=DETECT gm;

int x,y,r,c,l;

initgraph(&gd,&gm,"C:\\TC\\BGI");

circle(150,70,70);

circle(120,50,10);

circle(190,50,10);

line(155,60,155,80);

arc(155,100,180,360,20);

line(130,140,130,170);

line(170,140,170,170);

rectangle(80,170,230,260);

line(110,260,110,360);

line(205,260,205,360);

line(80,190,55,240);

line(230,190,255,240);

outtextxy(10,10,"Name:-Swara-56");

getch();

closegraph();

return 0;

}