

```
#include<graphics.h>
#include<conio.h>
```

```
void main()
```

```
{
```

```
    int gd=DETECT, gm;
```

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

```
    initgraph(&gd, &gm, "");
```

```
    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");
```

```
    drawpoly(6, poly);
```

```
    outtextxy(340, 460, "Polygon");
```

```
    getch();
```

```
    closegraph();
```

```
}
```