Course Title: *Computer Graphics Laboratory*

Course code: *CSE-304*

3rd year 1st semester

Lab Report No: *08*

Submitted to-

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Name of Experiment : Road Side Animation.

Source Code:

```c
#include <stdio.h>
#include <graphics.h>
#include <dos.h>

int main() {
   int gd = DETECT, gm;
   int i, maxx, midy;

   /* initialize graphic mode */
   initgraph(&gd, &gm, "X:\\TC\\BGI");
   /* maximum pixel in horizontal axis */
   maxx = getmaxx();
   /* mid pixel in vertical axis */
   midy = getmaxy()/2;

   for (i=0; i < maxx-150; i=i+5) {
      /* clears screen */
      cleardevice();

      /* draw a white road */
      setcolor(WHITE);
      line(0, midy + 37, maxx, midy + 37);

      /* Draw Car */
      setcolor(YELLOW);
      setfillstyle(SOLID_FILL, RED);

      line(i, midy + 23, i, midy);
      line(i, midy, 40 + i, midy - 20);
      line(40 + i, midy - 20, 80 + i, midy - 20);
      line(80 + i, midy - 20, 100 + i, midy);
      line(100 + i, midy, 120 + i, midy);
      line(120 + i, midy, 120 + i, midy + 23);
      line(0 + i, midy + 23, 18 + i, midy + 23);
      arc(30 + i, midy + 23, 0, 180, 12);

      line(42 + i, midy + 23, 78 + i, midy + 23);
      arc(90 + i, midy + 23, 0, 180, 12);
      line(102 + i, midy + 23, 120 + i, midy + 23);
      line(28 + i, midy, 43 + i, midy - 15);
      line(43 + i, midy - 15, 57 + i, midy - 15);
      line(57 + i, midy - 15, 57 + i, midy);
      line(57 + i, midy, 28 + i, midy);
      line(62 + i, midy - 15, 77 + i, midy - 15);
      line(77 + i, midy - 15, 92 + i, midy);
      line(92 + i, midy, 62 + i, midy);
      line(62 + i, midy, 62 + i, midy - 15);
      floodfill(5 + i, midy + 22, YELLOW);
      setcolor(BLUE);
      setfillstyle(SOLID_FILL, DARKGRAY);
      /*  Draw Wheels */
      circle(30 + i, midy + 25, 9);
      circle(90 + i, midy + 25, 9);
      floodfill(30 + i, midy + 25, BLUE);
      floodfill(90 + i, midy + 25, BLUE);
      /* Add delay of 0.1 milli seconds */
      delay(100);
   }

   closegraph();
   return 0;
}
```

Output: