**PRACTICAL 10**

NAME: Trushant Rathod

ROLL NO: 18

BATCH: A DIV: COMPS 3

**Aim:** Program to perform animation.

**Theory:**

Animation, the art of making inanimate objects appear to move. Animation is an artistic impulse that long predates the movies. Animation has allowed storytellers to tell stories in unique ways. The visceral fantastical worlds in animated films can reignite inspiration and the magic of stories no matter what age.

**Program:**

#include<graphics.h>

#include<conio.h>

#include<stdio.h>

void main()

{

int gd=DETECT,gm;

int i,j,k,t,q;

float x,y;

initgraph(&gd,&gm,"..\\bgi");

setcolor(3);

rectangle(0,0,getmaxx(),getmaxy());

setcolor(2);

i=0;

for(t=0;t<getmaxx();t+=120)

{

line(t,250,t+60,170);

line(t+60,170,t+120,250);

}

line(0,400,getmaxx(),350);

setfillstyle(11,CYAN);

floodfill(2,420,2);

setfillstyle(4,LIGHTGREEN);

floodfill(1,300,2);

i=0;

while(i!=150)

{

setcolor(BLACK);

setfillstyle(SOLID\_FILL,BLACK);

fillellipse(k,j,30,30);

setfillstyle(SOLID\_FILL,YELLOW);

fillellipse(170+i,235-i,30,30);

j=235-i;

k=170+i;

i++;

setcolor(2);

for(t=0;t<getmaxx();t+=120)

{

line(t,250,t+60,170);

line(t+60,170,t+120,250);

}

setfillstyle(1,GREEN);

floodfill(202,200,GREEN);

delay(25);

}

for(i=36;i<80;i++)

for(j=0;j<=360;j+=20)

{

x=319+i\*cos(((float)j\*3.14)/180);

y=86+i\*sin(((float)j\*3.14)/180);

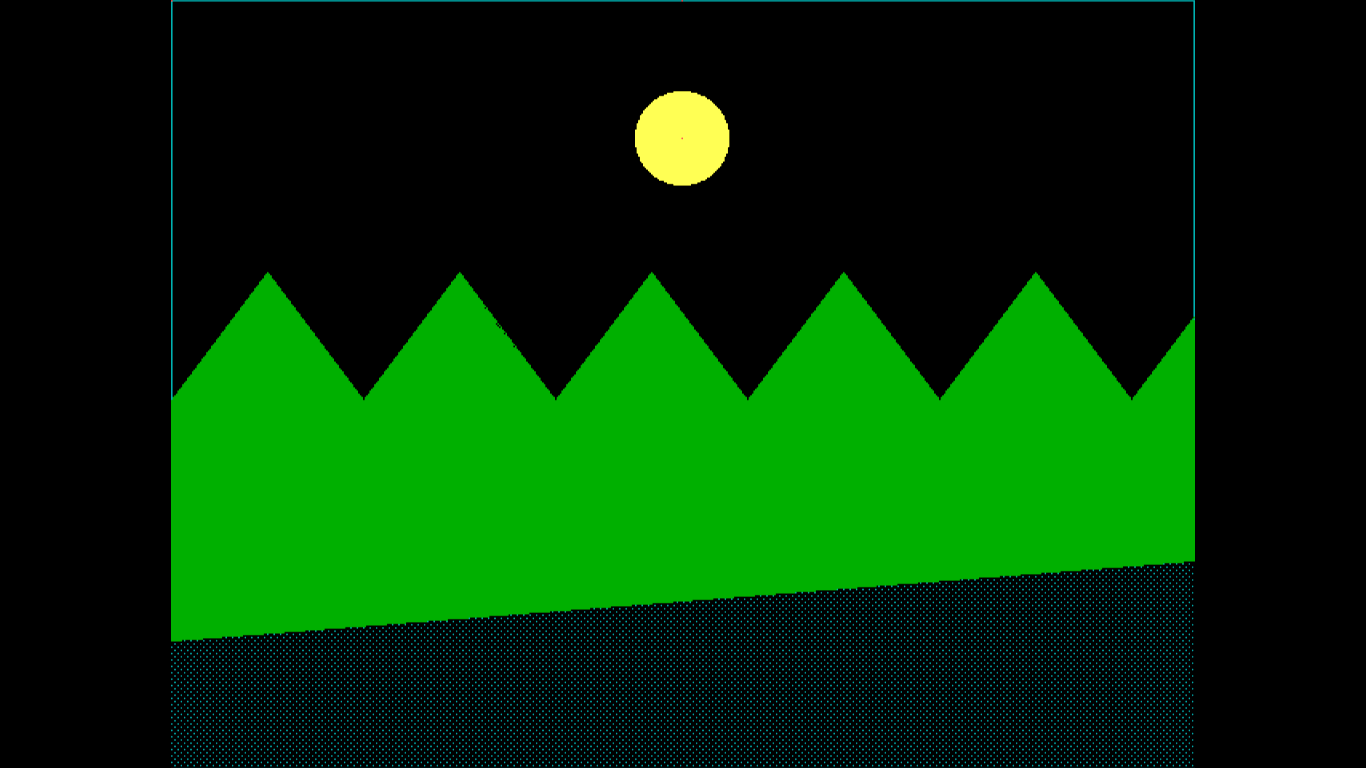
putpixel(x,y,LIGHTRED);

delay(1);

}

getch();

}

**Output:**