#include <graphics.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, NULL);

int midx, midy, r = 10;

midx = getmaxx() / 2;

// Loop until the radius is 50

while (r <= 50)

{

// Clear the graphics window

cleardevice();

// Draw a house with a triangular roof

setcolor(WHITE);

line(0, 310, 160, 150);

line(160, 150, 320, 310);

line(320, 310, 480, 150);

line(480, 150, 640, 310);

line(0, 310, 640, 310);

// Draw an animated bouncing ball using an arc

arc(midx, 310, 225, 133, r);

// Fill the ball with color using flood-fill

floodfill(midx, 300, 15);

// Add additional details if the radius is greater than 20

if (r > 20)

{

setcolor(7); // Set color for the door

floodfill(2, 2, 15); // Flood-fill the door

setcolor(6); // Set color for windows

floodfill(150, 250, 15); // Flood-fill the left window

floodfill(550, 250, 15); // Flood-fill the right window

setcolor(2); // Set color for the ground

floodfill(2, 450, 15); // Flood-fill the ground

}

// Introduce a delay to control the animation speed

delay(50);

// Increase the radius for the next frame

r += 2;

}

// Wait for a key press before closing the graphics window

getch();

closegraph();

return 0;

}

OUTPUT:

