#include <iostream>

#include <cstdlib>

#include <graphics.h>

using namespace std;

int main()

{

int gd = DETECT, gm;

int i, x, y, flag = 0;

initgraph(&gd, &gm, NULL);

/\* get mid positions in x and y-axis \*/

x = getmaxx() / 2;

y = 30;

while (1)

{

if (y >= getmaxy() - 30 || y <= 30)

{

flag = !flag;

/\* draws the gray board \*/

setcolor(RED);

// setfillstyle(SOLID\_FILL, RED);

circle(x, y, 30);

floodfill(x, y, RED);

/\* delay for 50 milliseconds \*/

delay(50);

/\* clears the screen \*/

cleardevice();

}

if (flag)

{

y = y + 5;

}

else

{

y = y - 5;

}

}

delay(5000);

closegraph();

return 0;

}

OUTPUT:

