#include <stdio.h>

#include<graphics.h>

void displayEmoji(char num) {

int gd = DETECT, gm;

initgraph(&gd, &gm, (char\*)"");

switch (num) {

case '1':

// Setting background color

setcolor(BLACK);

// Setting yellow color for the face

setfillstyle(SOLID\_FILL, YELLOW);

setcolor(YELLOW);

// Drawing the face

circle(250, 250, 150);

floodfill(250, 250, YELLOW);

// Drawing the eyes

setfillstyle(SOLID\_FILL, BLACK);

setcolor(BLACK);

circle(200, 200, 21);

floodfill(200, 200, BLACK);

circle(300, 200, 21);

floodfill(300, 200, BLACK);

// Drawing the mouth

setfillstyle(SOLID\_FILL, BLACK);

setcolor(BLACK);

arc(250, 280, 220, 320, 70);

arc(250, 279, 220, 320, 70);

arc(250, 278, 220, 320, 70);

arc(250, 277, 220, 320, 70);

arc(250, 281, 220, 320, 70);

arc(250, 282, 220, 320, 70);

// Set color to black for heading

setcolor(WHITE);

settextstyle(DEFAULT\_FONT, HORIZ\_DIR, 6);

// Draw heading

outtextxy(135, 35, (char\*)"HAPPY");

break;

case '2':

// Set color to yellow for face

setcolor(YELLOW);

setfillstyle(SOLID\_FILL, YELLOW);

// Draw face circle

circle(250, 250, 150);

floodfill(250, 250, YELLOW);

// Set color to black for eyes and mouth

setcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// Draw left eye

circle(200, 200, 10);

floodfill(200, 200, BLACK);

// Draw right eye

circle(300, 200, 10);

floodfill(300, 200, BLACK);

// Draw sad mouth

arc(250, 365, 40, 140, 80);

arc(250, 364, 40, 140, 80);

arc(250, 363, 40, 140, 80);

arc(250, 362, 40, 140, 80);

// Set color to black for heading

setcolor(WHITE);

settextstyle(DEFAULT\_FONT, HORIZ\_DIR, 6);

// Draw heading

outtextxy(135, 35, (char\*)"S A D");

break;

case '3':

// Set color to yellow for face

// setcolor(YELLOW);

setcolor(YELLOW);

setfillstyle(SOLID\_FILL, RGB(200, 0, 0));

// Draw face circle

circle(250, 250, 150);

floodfill(250, 250, YELLOW);

// Set color to black for eyes and mouth

setcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// Draw left eye

circle(200, 200, 10);

floodfill(200, 200, BLACK);

// Draw right eye

circle(300, 200, 10);

floodfill(300, 200, BLACK);

// Draw mouth

arc(250, 365, 40, 140, 80);

arc(250, 364, 40, 140, 80);

arc(250, 363, 40, 140, 80);

arc(250, 362, 40, 140, 80);

// Draw angry eyebrows

line(170, 159, 220, 179);

line(170, 160, 220, 180);

line(170, 161, 220, 181);

line(170, 162, 220, 182);

line(280, 179, 330, 159);

line(280, 180, 330, 160);

line(280, 181, 330, 161);

line(280, 182, 330, 162);

// Set color to black for heading

setcolor(WHITE);

settextstyle(DEFAULT\_FONT, HORIZ\_DIR, 6);

// Draw heading

outtextxy(135, 35, (char\*)"ANGRY");

break;

case '4':

// Set color to yellow for face

// setcolor(YELLOW);

setcolor(YELLOW);

setfillstyle(SOLID\_FILL, RGB(200, 0, 0));

// Draw face circle

circle(250, 250, 150);

floodfill(250, 250, YELLOW);

// Set color to black for eyes and mouth

setcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// Draw left eye

circle(200, 200, 10);

floodfill(200, 200, BLACK);

// Draw right eye

circle(300, 200, 10);

floodfill(300, 200, BLACK);

// Draw mouth

arc(250, 365, 40, 140, 80);

arc(250, 364, 40, 140, 80);

arc(250, 363, 40, 140, 80);

arc(250, 362, 40, 140, 80);

// Draw angry eyebrows

line(170, 159, 220, 179);

line(170, 160, 220, 180);

line(170, 161, 220, 181);

line(170, 162, 220, 182);

line(280, 179, 330, 159);

line(280, 180, 330, 160);

line(280, 181, 330, 161);

line(280, 182, 330, 162);

// Set color to black for heading

setcolor(WHITE);

settextstyle(SIMPLEX\_FONT, HORIZ\_DIR, 6);

// Draw heading

outtextxy(55, 35, (char\*)"OFFENSIVE");

// Set color to black for heading

setcolor(WHITE);

settextstyle(SIMPLEX\_FONT, HORIZ\_DIR, 6.9);

// settextjustify(TRIPLEX\_FONT,)

outtextxy(137, 282, (char\*)"!#%&$");

break;

default:

printf("Please enter the correct code");

break;

}

delay(10000);

closegraph();

}

int main() {

printf("Code->Expression\n");

printf("1->Happy\n");

printf("2->Sad\n");

printf("3->Angry\n");

printf("4->Offensive\n");

printf("5->Yawn\n");

char num;

printf("Please enter the Code for your desired Expression: ");

scanf("%c",&num);

// num='3';

displayEmoji(num);

return 0;

}