//Code for different emoji expressions

#include<stdio.h>

#include<graphics.h>

int main() {

int gd = DETECT, gm;

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

// Set the background color to black

setbkcolor(BLACK);

setcolor(WHITE);

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

outtextxy(130, 75, (char\*)"PROJECT");

outtextxy(95, 200, (char\*)"EMO-MOTION");

delay(3000);

cleardevice();

setbkcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// setcolor(BLACK);

setcolor(BLACK);

setbkcolor(BLACK);

setcolor(WHITE);

setcolor(WHITE);

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

//Code for heading

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

delay(1500);

cleardevice();

setbkcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// setcolor(BLACK);

setcolor(BLACK);

setbkcolor(BLACK);

setcolor(WHITE);

setcolor(WHITE);

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

//Code for heading

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

setcolor(BLACK);

setcolor(BLACK);

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);

// Draw initial mouth position

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);

// Animate the mouth

for (int i = 0; i < 20; i++) {

delay(100); // Wait for a tenth of a second

// cleardevice(); // Clear the screen

circle(250, 250+i/2, 150); // Redraw the face and eyes

// Draw the mouth in a different position

arc(250, 280-i\*2/3, 220+i/6, 320-i/6, 70+i\*3/4);

arc(250, 279-i\*2/3, 220+i/6, 320-i/6, 70+i\*3/4);

arc(250, 278-i\*2/3, 220+i/6, 320-i/6, 70+i\*3/4);

arc(250, 277-i\*2/3, 220+i/6, 320-i/6, 70+i\*3/4);

arc(250, 281-i\*2/3, 220+i/6, 320-i/6, 70+i\*3/4);

arc(250, 282-i\*2/3, 220+i/6, 320-i/6, 70+i\*3/4);

if (i == 19) {

// little twinkle in the eye at the end of the animation

setfillstyle(SOLID\_FILL, WHITE);

setcolor(WHITE);

circle(195, 195, 7);

floodfill(195, 195, WHITE);

circle(305, 195, 7);

floodfill(305, 195, WHITE);

}

floodfill(250, 250+i, YELLOW); // Fill the face with yellow color

}

delay(3200);

cleardevice();

//Code to set black color

setcolor(WHITE);

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

//Code for heading

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

delay(1500);

cleardevice();

// Code to set yellow color

setcolor(YELLOW);

setfillstyle(SOLID\_FILL, YELLOW);

// Code to draw face circle

circle(250, 250, 150);

floodfill(250, 250, YELLOW);

// Code to set black color for eyes as well as mouth

setcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// Code for left eye

circle(200, 200, 10);

floodfill(200, 200, BLACK);

// Code for right eye

circle(300, 200, 10);

floodfill(300, 200, BLACK);

// Code for 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);

// Code to set black color

setcolor(WHITE);

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

// Code to draw heading

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

delay(2000);

cleardevice();

//Code to set black color

setcolor(WHITE);

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

// Code for heading

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

delay(1500);

cleardevice();

// Code to set yellow color

setcolor(YELLOW);

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

// Code for face circle

circle(250, 250, 150);

floodfill(250, 250, YELLOW);

// Code to set black color for eyes as well as mouth

setcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// Code for left eye

circle(200, 200, 10);

floodfill(200, 200, BLACK);

// Code for right eye

circle(300, 200, 10);

floodfill(300, 200, BLACK);

// Code for 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);

// Code for 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);

// Code to set color to black for heading

setcolor(WHITE);

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

// Code for heading

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

delay(2000);

cleardevice();

// Code for setting color to black

setcolor(WHITE);

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

// Draw heading

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

delay(1500);

cleardevice();

// Code to set color to yellow

// setcolor(YELLOW);

setcolor(YELLOW);

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

// Code for face

circle(250, 250, 150);

floodfill(250, 250, YELLOW);

// Code to set black color for eyes as well as mouth

setcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

// Code for left eye

circle(200, 200, 10);

floodfill(200, 200, BLACK);

// Code for right eye

circle(300, 200, 10);

floodfill(300, 200, BLACK);

// Code for 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);

// Code to 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);

// Code to set color to black

setcolor(WHITE);

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

// Code for heading

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

// Code to set color to black

setcolor(WHITE);

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

// settextjustify(TRIPLEX\_FONT,)

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

delay(2000);

cleardevice();

// Set the background color to black

setbkcolor(BLACK);

setcolor(WHITE);

settextstyle(DEFAULT\_FONT, HORIZ\_DIR, 3);

outtextxy(15, 75, (char\*)"PROJECT BY:-");

outtextxy(15, 175, (char\*)"22BAI1403 - SHANTANU WANI");

outtextxy(15, 250, (char\*)"22BAI1119 - YAHYA KHWAJA");

delay(5000);

// cleardevice();

closegraph();

return 0;

}