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Team 19

input

#include <graphics.h>

int main() {

int gd = DETECT, gm;

const char\* path = "C:\\Turboc3\\BGI";

initgraph(&gd, &gm, const\_cast<char\*>(path));

// Set color and fill style for the mountains

setcolor(GREEN); // Set outline color to green

setfillstyle(SOLID\_FILL, GREEN); // Set fill color to green

// Draw the first mountain

line(100, 600, 400, 200);

line(400, 200, 700, 600);

line(100, 600, 700, 600);

floodfill(400, 400, GREEN); // Fill the first mountain with green

// Draw the second mountain

line(600, 600, 900, 200);

line(900, 200, 1200, 600);

line(600, 600, 1200, 600);

floodfill(900, 400, GREEN); // Fill the second mountain with green

// Set color and fill style for the sun

setcolor(YELLOW); // Set outline color to yellow

setfillstyle(SOLID\_FILL, YELLOW); // Set fill color to yellow

// Draw the sun

circle(100, 100, 50); // Draw a circle representing the sun

floodfill(100, 100, YELLOW); // Fill the sun with yellow

// Set color for the house elements

setcolor(WHITE); // Set outline color to white

setfillstyle(SOLID\_FILL, LIGHTBLUE); // Set fill color to light blue

// Define the vertical offset to move the house down

int yOffset = 100;

// Draw the base of the house

rectangle(200, 300 + yOffset, 400, 500 + yOffset);

floodfill(201, 301 + yOffset, WHITE); // Fill the base with light blue

// Draw the roof of the house

setcolor(WHITE); // Set outline color to white

setfillstyle(SOLID\_FILL, BROWN); // Set fill color to brown

line(200, 300 + yOffset, 300, 200 + yOffset);

line(300, 200 + yOffset, 400, 300 + yOffset);

floodfill(300, 250 + yOffset, WHITE); // Fill the roof with brown

// Draw the door of the house

rectangle(260, 500 + yOffset, 340, 400 + yOffset);

floodfill(261, 401 + yOffset, WHITE); // Fill the door with light blue

// Draw the windows of the house

rectangle(220, 330 + yOffset, 280, 380 + yOffset);

rectangle(320, 330 + yOffset, 380, 380 + yOffset);

floodfill(221, 331 + yOffset, WHITE); // Fill the first window with light blue

floodfill(321, 331 + yOffset, WHITE); // Fill the second window with light blue

// Set color and fill style for the car

setcolor(BLUE); // Set outline color to blue

setfillstyle(SOLID\_FILL, BLUE); // Set fill color to blue

// Draw the car body

rectangle(500, 450, 800, 550);

floodfill(501, 451, BLUE); // Fill the car body with blue

// Draw the car wheels

circle(550, 570, 40);

circle(750, 570, 40);

floodfill(550, 570, BLUE); // Fill the left wheel with blue

floodfill(750, 570, BLUE); // Fill the right wheel with blue

getch();

closegraph();

return 0;

}

# 