<https://www.youtube.com/watch?v=OQ9d5yOvn54>

<http://www.programmingsimplified.com/c-graphics-programming-tutorial>

https://www.youtube.com/watch?v=3-VWAEG8eDU

1. gm is graph mode. Integer that specifies the graphics driver to be used. You can give graphdriver a value using a constant of the graphics\_drivers enumeration type whcih is listed in graphics.h. Normally we use value as “0” (requests auto-detect).
2. Gd is graph driver. Integer that specifies the initial graphics mode (unless \*graphdriver = DETECT). If \*graphdriver = DETECT, initgraph sets \*graphmode to the highest resolution available for the detected driver
3. Pt is path to driver.

Linker directories:

-lbgi

-lgdi32

-lcomdlg32

-luuid

-loleaut32

-lole32