```c
outtextxy (midx-7, midy+98, "GO");
setcolor (RED);
settextstyle (SCRIPT_FONT, HORIZ_DIR, 4);
outtextxy (midx-150, midy+100, "press and
key # key to exit....");
getch ();
closegraph ();
    return 0;
}
```

```
rectangle (midx-30, midy-80, midx-30, midx+80);
circle (midx, midy-50,22);
setfillstyle (SOLID-FILL, RED);
floodfill (midx, midy-50, WHITE);
setcolor (BLUE);
outtextxy (midx, midy-50, "STOP");
delay (2000);
graphdefaults ();
cleardevice ();
setcolor (WHITE);
rectangle (midx-30, midy-80, midx+30, midy+80);
circle (midx, midy, 20);
setfillstyle (SOLID-FILL, YELLOW);
floodfill (midx, midy, WHITE);
setcolor (BLUE);
outtextxy (midx-18, midy-3, "READY");
delay (2000);
cleardevice ();
setcolor (WHITE);
rectangle (midx-30, midy-80, midx+30, midy+80);
circle (midx, midy+50, 22);
setfillstyle (SOLID-FILL, GREEN);
floodfill (midx, midy+50, WHITE);
setcolor (BLUE);
```

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Ans A ③.

```c
#include <graphics.h>
#include <conio.h>
#include <dos.h>
#include <stdlib.h>

main()
{
    int gd = DETECT, gm, midx, midy;
    initgraph (&gd, &gm, "C:\\TC\\BGI");

    midx = getmaxx()/2;
    midy = getmaxy()/2;

    setcolor (RED);
    settextstyle (SCRIPT_FONT, HORIZ_DIR, 3);
    settextjustify (CENTER_TEXT, CENTER_TEXT);
    outtextxy (midx, midy-10, "Traffic light
    simulation");
    outtextxy (midx, midy+30, "Press any key to start");
    getch ();
    clear device ();
    setcolor (WHITE);
    settextstyle (DEFAULT_FONT, HORIZ_DIR, 1);
```

```c
while (step > 0)
{
    if (m < 1)
    {
        x = x + 1;
        y = y + m;
    }
    if (m) = 1)
    {
        x = x + 1 / m;
        y = y + 1;
    }
    putpixel (roa(x), rou(y), RED);
    step--;

}
getch ();
return 0;
}
```

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Ans A① WAP to draw a line using DDA

```
# include <stdio.h>
#2 include <graphics.h>
int main ()
{   int rou (float num)
    {
        return num < 0? num-0.5 : num + 0.5;
    }
    int x1 = 100, x2 = 250, y1 = 100, y2 = 250, step;
    int gd = DETECT, gm;
    float x, y, m;
    int dx = x2 - x1;
    int dy = y2 - y1;
    m = dy/dx;
    if (dx > dy)
            step = dx;
    else
            step = dy;
    initgraph (&gd,&gm,"");
    outtextxy (x1, y1, "A");
    outtextxy (x2, y2, "B");
    putpixel (x1, y1, RED);
    x = x1, y = y1;
```