

Subject:- Computer Graphics

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Section:- A

Question-

Traffic Light Animation

```
#include <graphics.h>
```

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int main()
```

```
{
```

```
    int gd = DETECT, gm;
```

```
    initgraph (&gd, &gm, "Null");
```

```
    /* Road */
```

```
    Line (0, 200, getmaxx(), 200);
```

```
    Line (0, 360, getmaxxc(), 360);
```

```
    /* zebra Crossing */
```

```
    Setcolor (WHITE);
```

```
    Rectangle (150, 210, 260, 230);
```

```
    Floodfill (152, 220, WHITE);
```

```
    Rectangle (150, 240, 260, 260);
```

```
    Floodfill (152, 241, WHITE);
```

```
rectangle (150, 270, 260, 290);  
floodfill (152, 271, WHITE);  
rectangle (150, 300, 260, 320);  
floodfill (152, 301, WHITE);  
rectangle (150, 330, 260, 350);  
floodfill (152, 331, WHITE);
```

/* Traffic light */

```
setcolor (WHITE);  
rectangle (140, 200, 145, 300);  
setcolor (RED);  
circle (142, 82, 6);  
floodfill (142, 82, RED);  
setcolor (YELLOW);  
circle (142, 100, 6);  
floodfill (142, 100, YELLOW);  
setcolor (GREEN);  
circle (142, 118, 6);  
floodfill (143, 118, GREEN);  
setcolor (WHITE);  
rectangle (150, 180, 250, 300);  
rectangle (250, 180, 420, 300);  
rectangle (180, 250, 220, 300);
```

```
line(200,100,150,180);  
line(200,100,250,180);  
line(200,100,370,100);  
line(370,100,420,180);  
  
setcolor(BROWN);  
fill(152,182,WHITE);  
fill(252,182,WHITE);  
setcolor(LIGHTRED);  
fill(200,105,WHITE);  
fill(210,105,WHITE);  
getch();  
closegraph();  
return 0;  
}
```

