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Course :- BCA

Roll No :- 54

Sec :- 'A'

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Sem :- 6<sup>th</sup>

2) Program for traffic light animation :-

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

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

```
int main()
```

```
{
```

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

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

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

```
    line(0, 360, getmaxx(), 360);
```

```
    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);
```

```
    setcolor(WHITE);
```

rectangle (140, 200, 145, 130);

rectangle (130, 130, 155, 70);

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);

getch();

closegraph();

return 0;

3

