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Course -> BCA 6

Section -> A

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Ans 3)

```
#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(152, 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(140, 200, 145, 130);
    rectangle(130, 130, 155, 70);
    setcolor(RED);
    circle(142, 82, 6);
    floodfill(142, 82, RED);
```

~~Set to~~

```
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;
}
}
```

SDL-libgraph -- Graphics on GNU/Linux

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