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Q3→ Traffic light Animation -

```
#include<graphics.h>
int main()
{
    int gd=DETECT, gm;
    initgraph(&gd, &gm, "NULL");
    /* Road */
    line(0,200, getmaxx(), 200);
    line(0,360, getmaxx(), 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);
```

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```
/* Traffic light */
Setcolor(WHITE);
rectangle(140,200,145,130);
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(150,100,250,300);
rectangle(250,180,420,300);
rectangle(180,250,220,300);
line(200,100,150,180);
line(200,100,250,180);
line(200,180,370,100);
line(370,100,420,180);
Setcolor(BROWN);
floodfill(152,182,WHITE);
floodfill(252,182,WHITE);
Setcolor(LIGHTRED);
```

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```
floodfill (200, 105, WHITE);
floodfill (210, 105, WHITE);
getch()
closegraph();
return 0;
}
```

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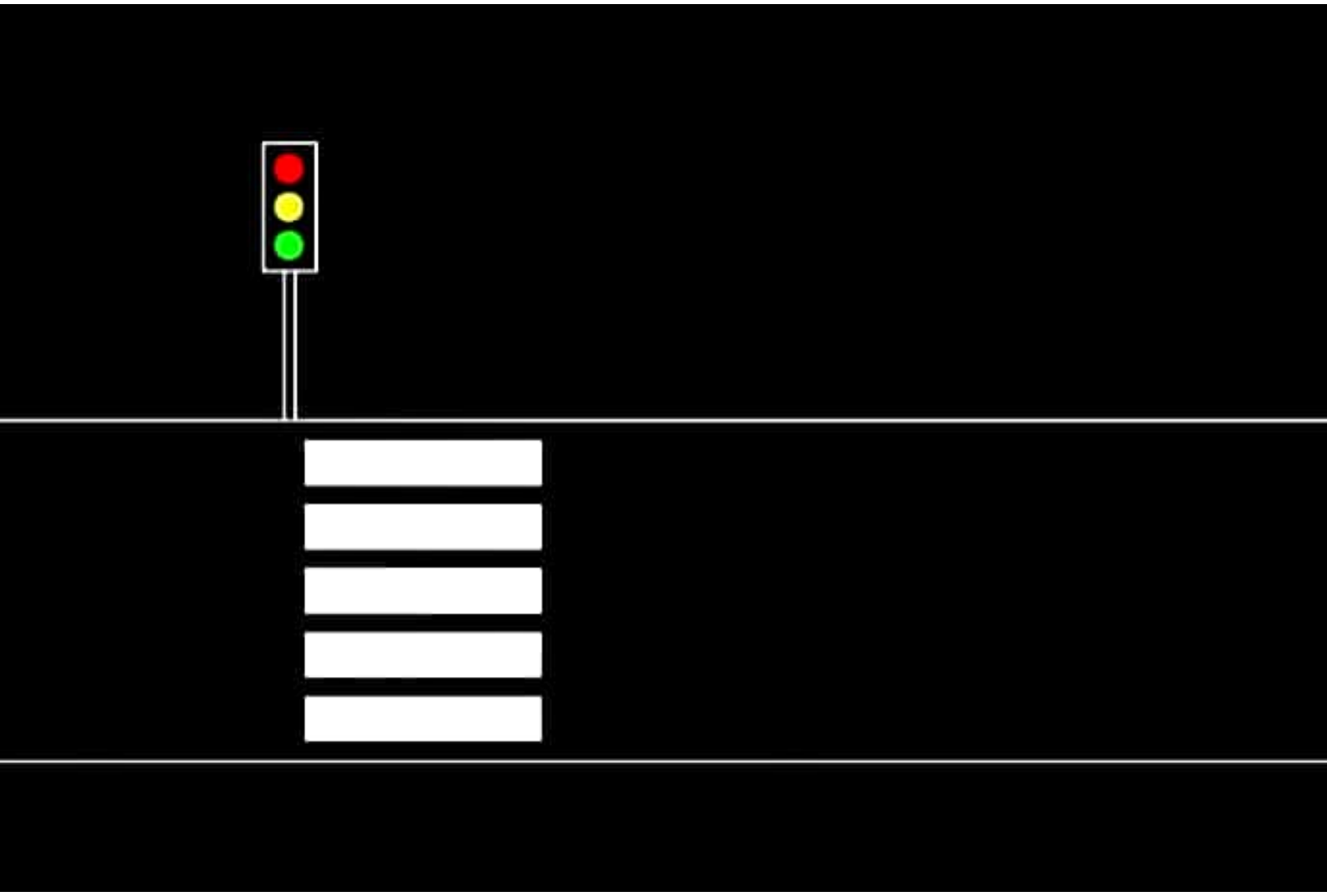

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