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SUBJECT - COMPUTER GRAPHICS

SUBJECT Code - TBC 602

SECTION - A

COURSE - BCA

```c
# 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 (42, 100, YELLOW);
setcolor (GREEN);
circle (142, 118, 6)
floodfill (143, 118, GREEN);
setcolor (WHITE);
getch ();
closegraph ();
return 0;
}
```