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Course:- BCA VI sem 'A'

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Subject:- Computer Graphics.

(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 (150, 240, 260, 260);
  floodfill ( 152, 241, WHITE);
  rectangle (150, 270, 260, 290);
  floodfill ( 152, 271, WHITE);
```

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```
rectangle (150, 300, 260, 320);
floodfill (152, 301, WHITE);
rectangle (150, 330, 260, 350);
floodfill (152, 331, WHITE);
setcolor (WHITE);
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;
}
```

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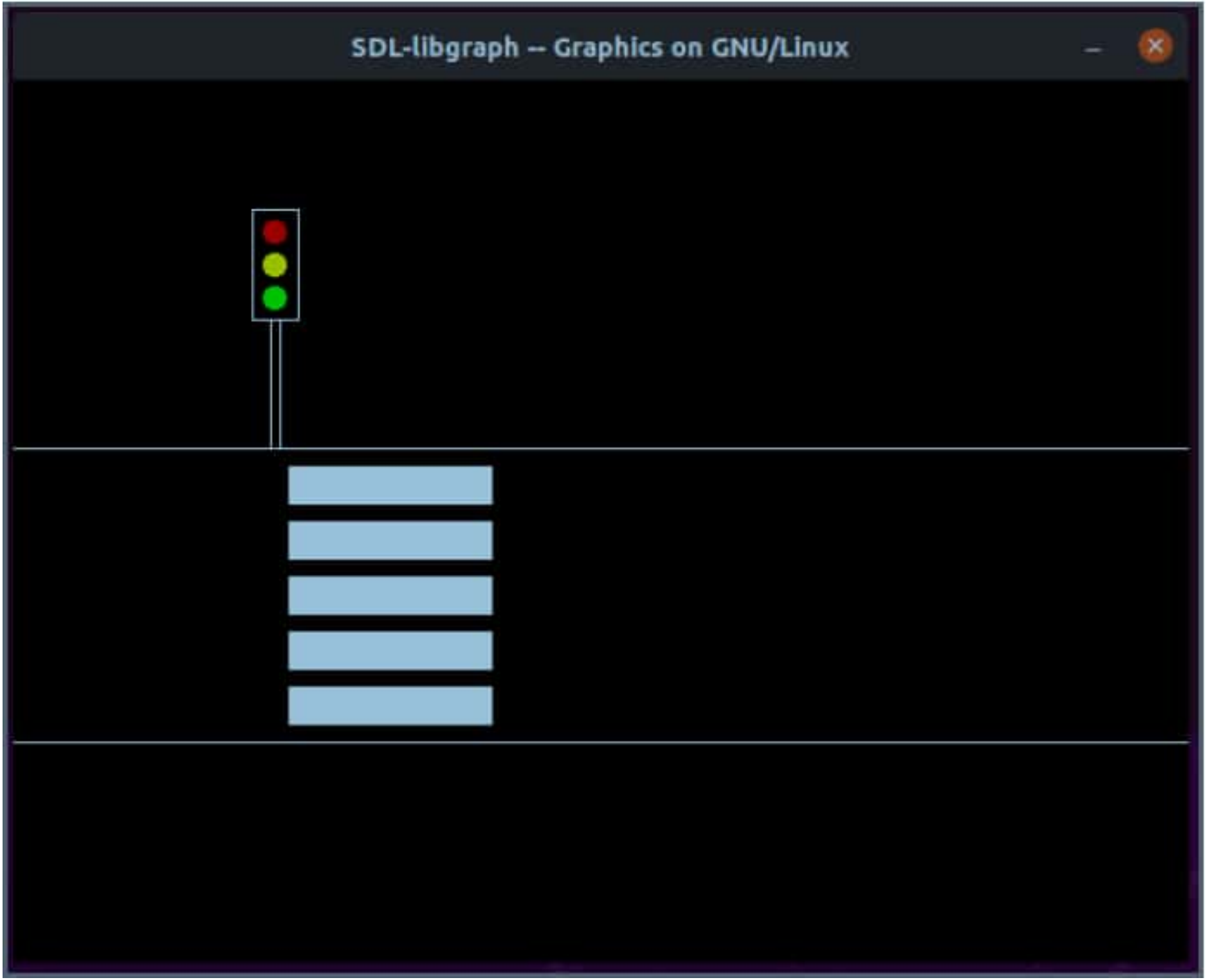

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