

Name - Adarsh Barathwal

Sub - Computer Graphic and

Course - BCA 6 A

Animation

Roll NO - 1121006

Adarsh Barathwal

Ans-3

Code for TRAFFIC LIGHT

```
#include <stdio.h>
#include <conio.h>
#include <graphics.h>
#include <dos.h>
#include <string.h>
```

```
int main()
```

```
{
    int gdrive = DETECT, gmode, err;
    int i, j, k, n, y, color;
```

```
char st[64];
```

```
initgraph(&gdrive, &gmode, "( : /TURBOC3/BGI");
```

```
err = graphresult();
```

```
if (err != grOk)
```

```
{
    printf("Graphics error: %s\n", grapherrormsg(err));
```

```
    return 0;
```

```
}
```

```
for (i = 0; i < 3; i++)
```

```
{
```

```
    cleardevice();
```

```
    setcolor(DARKGRAY);
```

```
    setfillstyle(SOLID_FILL, DARKGRAY);
```

```

rectangle (50, 45, 150, 300);
rectangle (90, 300, 110, getmaxy());
floodfill (55, 55, DARKGREY);
floodfill (91, 301, DARKGREY);
setcolor (BLACK);
setfillstyle (SOLID_FILL, BLACK);
circle (100, 90, 30);
floodfill (100, 90, BLACK);
circle (100, 170, 30);
floodfill (100, 170, BLACK);
circle (100, 250, 30);
floodfill (100, 250, BLACK);
x = 150 + (getmaxx() - 150) / 2;
y = 125;
move to (x, y);
settextstyle (TRIPLE_FONT, HORIZ_DIR, 4);
settextstyle (CENTER_TEXT, CENTER_TEXT);
if (i == 0) {
    setcolor (LIGHTRED);
    outtext ("STOP");
    color = LIGHTRED;
    y = 90;
} else if (i == 1) {
    setcolor (YELLOW);
    outtext ("READY");
    color = YELLOW;
    y = 170;
} else {

```

```
Setcolor (GREEN);  
Outtext ("START");  
Color = GREEN;  
y = 250;
```

```
{
```

```
    n = 100;
```

```
    if (Color != YELLOW) {
```

```
        K = 10;
```

```
    } else {
```

```
        K = 5;
```

```
{
```

```
    for (j = K; j > 0; j--) {
```

```
        Setcolor (BLACK);
```

```
        Setfillstyle (SOLID_FILL, BLACK);
```

```
        Circle (n, y, 30);
```

```
        Floodfill (n, y ÷ 25, BLACK);
```

```
        Setcolor (Color);
```

```
        Setfillstyle (SOLID_FILL, Color);
```

```
        Circle (n, y, 30);
```

```
        Floodfill (n, y ÷ 25, Color);
```

```
        Setcolor (BLACK);
```

```
        Settextstyle (TRIPLE_FONT, HORIZZ_DTR, 3);
```

```
        sprintf (str, "%d", j);
```

```
        move to (n, y);
```

```
        Outtext (str);
```

```
        Sleep (1);
```

```
    }
```

```
{
```

```
    getch ();
```

```
    return 0;
```

```
}
```