

Ans 3

```
#include <iostream>
#include <graphics.h>
```

~~main~~

```
void main()
```

```
{
    initwindow(800, 800);
    rectangle(250, 50, 350, 350);
    circle(300, 100, 50);
    circle(300, 200, 50);
    circle(300, 300, 50);
```

```
for(int i=0; i<10; i++)
```

```
{
    setfillstyle(1, RED);
    floodfill(300, 100, WHITE);
    outtextxy(280, 100, "STOP");
    delay(1000);
```

```
    setfillstyle(1, BLACK);
    floodfill(300, 100, WHITE);
    setfillstyle(1, YELLOW);
    floodfill(300, 200, WHITE);
    outtextxy(280, 200, "HOLD");
    delay(1000);
```

```
    setfillstyle(1, BLACK);
    floodfill(300, 200, WHITE);
    setfillstyle(1, GREEN);
    floodfill(300, 300, WHITE);
```

```
outtextxy(200, 300, "GO");  
delay(1000);
```

```
setfillstyle(1, BLACK);  
filledpoly(300, 300, WHITE);
```

```
}
```

```
getch();
```

```
closegraph();
```

```
}
```