

(P2) :

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

```
#include <conio.h>
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int gd = DETECT, gm;
```

```
    initgraph(&gd, &gm, "NULL");
```

```
    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);
```

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```

floodfill(142, 82, RED);
SetColor(YELLOW);
Circle(142, 100, 6);
floodfill(142, 100, YELLOW);
SetColor(GREEN);
Circle(142, 118, 6);
floodfill(142, 118, GREEN);
SetColor(WHITE);
rectangle(150, 180, 250, 300);
rectangle(250, 180, 420, 300);
line(200, 100, 150, 180);
line(200, 100, 250, 180);
line(200, 100, 370, 100);
line(370, 100, 420, 180);
SetColor(BROWN);
floodfill(152, 182, WHITE);
floodfill(252, 182, WHITE);
SetColor(LIGHTRED);
floodfill(182, 252, WHITE);
SetColor(LIGHTRED);
floodfill(200, 105, WHITE);
floodfill(210, 105, WHITE);
getch();
CloseGraph();
return 0;

```

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