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WAP to draw a traffic light with zebra crossing

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

```
int main()
```

```
int gd = DETECT, gm;
initgraph(&gd, &gm, "");
line(0, 200, getmaxx(), 200);
line(0, 300, getmaxx(), 300);
setcolor(white);
rectangle(150, 210, 260, 230);
floodfill(152, 241, WHITE);
rectangle(150, 290, 260, 310);
floodfill(152, 291, 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, 150);
rectangle(150, 130, 155, 170);
setcolor(red);
circle(142, 82, 10);
setcolor(yellow);
circle(142, 100, 10);
floodfill(142, 100, red);
circle(142, 100, yellow);
setcolor(green);
circle(142, 118, 10);
floodfill(142, 118, green);
```

Set colour (white)

```
getch();  
Closegraph();  
return 0;  
}
```