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Course - BCA 'A'

Univ. Roll No. -: 1121018 '16'

Subject = Computer Graphics & Animation (PBI-602)

Sem - VI th

Anirudh

Problem 3 Solution :-

```c
# 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 ( 153, 241 , WHITE);
    rectangle (150, 270, 260, 290);
    floodfill ( 152, 271, WHITE);
    rectangle (150, 300, 260, 320);
    floodfill ( 152, 301, WHITE);
```

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```
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, 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;
}
```