

Practical 1

Task 1 : Write a program to draw a line using the built-in line function of “Graphics.h” .

Source Code:

```
#include<graphics.h>
int main()
{
    int gd = DETECT,gm;
    initgraph(&gd,&gm,NULL);
    line(20,20,100,100);
    delay(5000);
    closegraph();
    return 0;
}
```

Output:



Task 2 : Write a program to draw a rectangle using the built-in line function of “Graphics.h” .

Source Code:

```
#include<graphics.h>
int main()
{
    int gd = DETECT,gm,left=100,top=100,right=200,bottom=200,x=
300,y=150,radius=50;
    initgraph(&gd,&gm,NULL);
    line(10,10,100,10);
    line(10,10,10,100);
    line(10,100,100,100);
    line(100,10,100,100);

    delay(5000);
    closegraph();
    return 0;
}
```

Output :

