#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<stdlib.h>

#include<dos.h>

using namespace std;

class WalkingMan{

int rhx,rhy;

public:

void draw(int,int);

void draw(int);

};

void WalkingMan::draw(int i){

line(20,380,580,380); //platform

if(i%2==0)

{

line(25+i,380,35+i,340); //leftleg

line(45+i,380,35+i,340);//right leg

line(35+i,310,25+i,330);//left hand

delay(20);

}

else

{

line(35+i,380,35+i,340);

line(35+i,310,40+i,330);

delay(20);

}

line(35+i,340,35+i,310); //body

circle(35+i,300,10); //head

line(35+i,310,50+i,330); // hand

line(50+i,330,50+i,280); //umbrella stick

line(15+i,280,85+i,280); //umbrella right

arc(50+i,280,0,180,35); //umbrella body

arc(55+i,330,180,360,5);//umbrella handle

}

void WalkingMan::draw(int x, int y){

int j;

rhx=x;

rhy=y;

for(j=0;j<100;j++)

{

outtextxy(rand()%rhx,rand()%(rhy-50),"|");

setcolor(WHITE);

}

}

int main()

{

int gd=DETECT,gm;

int rhx,rhy,j,i;

WalkingMan obj;

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

for(i=0;i<500;i+=5)

{

obj.draw(i);

rhx=getmaxx();

rhy=getmaxy();

obj.draw(rhx,rhy);

delay(150);

cleardevice();

}

getch();

return 0;

}