**Practical 12: Program to implement Graphical Operations**

1. **Write C program to draw line.**

#include <graphics.h>

#include <conio.h>

main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "C:\\TC\\BGI");

line(100, 100, 200, 200);

getch();

closegraph();

return 0;

}

1. **Write C program to draw circle.**

#include <stdio.h>

#include <graphics.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "C:\\TC\\BGI");

circle(250, 200, 50);

getch();

closegraph();

return 0;

}

1. **Write C program to draw rectangle.**

#include<graphics.h>

#include<conio.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "C:\\TC\\BGI");

rectangle(100,100,200,200);

getch();

closegraph();

return 0;

}

1. **Write C program to move circle one location to another on pressing enter key.**

#include <stdio.h>

#include<graphics.h>

int main() {

int gd = DETECT, gm;

initgraph(&gd, &gm, "C:\\TC\\BGI");

char ch;

circle(200, 200, 50);

printf("Enter any character: ");

ch=fgetc(stdin);

if(ch==0x0A) // if enter is detected

{

for(int i = 1; i<=100; i++) {

cleardevice();

circle(200 + i, 200, 50);

delay(100)

}

return 0;

}

}

1. **Write C program to draw 10 concentric circles.**

#include<stdio.h>

#include<graphics.h>

int main(){

int gd = DETECT,gm;

int x ,y;

initgraph(&gd, &gm, "C:\\TC\\BGI");

/\* Initialize center of circle with center of screen \*/

x = getmaxx()/2;

y = getmaxy()/2;

outtextxy(240, 50, "Concentric Circles");

circle(x, y, 30);

circle(x, y, 50);

circle(x, y, 70);

circle(x, y, 90);

circle(x, y, 110);

circle(x, y, 130);

circle(x, y, 150);

circle(x, y, 170);

circle(x, y, 190);

circle(x, y, 210);

closegraph();

return 0;

}