**Graphics in C**

Graphics work in C is done with third Party libraries and header files. 3 header files are required, graphics.h, winbgim.h and libbgi.a.

* The files graphics.h and winbgim.h must be copied to the folder CodeBlocks\MinGW\include inside the installation directory of CodeBlocks.
* The file libbgi.a must be copied to the folder CodeBlocks\MinGW\lib inside the installation directory of CodeBlocks.
* After this, start CodeBlocks, go to Settings, then Compiler, then Linker Settings. Here, add the file libbgi.a from the directory to which it was just copied.
* Next, under Other Linker Options, paste the following text exactly:

-lbgi -lgdi32 -lcomdlg32 -luuid -loleaut32 -lole32

* Graphics can now be used in CodeBlocks.

A list of common functions present in the graphics.h header file can be found [here](https://www.programmingsimplified.com/c/graphics.h#functions). Any files, although coded in the C language, must be saved as a .cpp file.