```
/*********************************
TITLE   : ROWING A BOAT
NAME    : JESS JOSEPH BENNY
ROLL NO : 30
DATE    : 01/03/2018
*********************************/
#include<graphics.h>
#include<stdlib.h>
#include<stdio.h>
#include<math.h>
int main()
{
   int gd=DETECT,gm;
   initgraph(&gd,&gm,"");
   setcolor(RED);
   int
x1=400,x2=600,x3=650,x4=350,xm1=500,xmh1=480,xmh2=520,xum
1=535,rx,p,q,m,n,s;
   int
y1=400,y2=400,y3=350,y4=350,ym1=350,ym2=325,ymh=335,yum1=
290,i,k,j,ry;
   int flag=0;

   x1-=300;
   x2-=300;
   x3-=300;
   x4-=300;
   xm1-=300;
   xmh1-=300;
   xmh2-=300;
   xum1-=300;

   for(i=0;i<250;i++)
   {
     setcolor(WHITE);

     for(j=0;j<500;j++)
     {
       rx=rand()%639;
       ry=rand()%439;
       s=sqrt(pow(rx-xum1,2)+pow(ry-yum1,2));
       if((rx>=xum1-
70)&&(rx<=xum1+70)&&(ry>=yum1+70)&&(ry<=y4)||(s<70))
continue;
        line(rx+1,ry-1,rx,ry);
```

```
  }
setcolor(RED);
line(x1,y1,x2,y2);//boat
line(x1,y1,x4,y4);
line(x2,y2,x3,y3);
line(x3,y3,x4,y4);

setcolor(BLUE);//water
bar(0,y1+1,800,900);

setcolor(YELLOW);//man
line(xm1,ym1,xm1,ym2);
circle(xm1,315,10);
line(xm1,ymh,xmh2,ymh);
if(flag==0){

q=ymh+20;
n=ymh+80;
p=xm1-20;
m=xm1+30;
flag=1;
}


line(xm1,ymh,p,q);
setcolor(YELLOW);
line(p,q,m,n);
 circle(m+10,n+10,10);

setcolor(GREEN);//umberlla
line(xmh2,ymh,xum1,yum1);
arc(xum1,yum1,180,360,70);
line(xum1-70,yum1,xum1+70,yum1);
x1++;
x2++;
x3++;
x4++;
xm1++;
xmh1++;
xmh2++;
xum1++;
if(q>ymh)
{
 q--;
 n--;
```

```
    }
    else
    {
      n+=10;
      q+=10;
    }
    if(p>xm1-20)
    {
     p-=5;
     m-=5;
    }
    else
    {
     p+=50;
     m+=50;
    }
     delay(50);
     setbkcolor(BLACK);
   }
    return(0);
}
```