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/*********************
   Title : Sunflower
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   Rollno: 30
                   : 09/03/2018
   Date
***********************************
#include<stdio.h>
#include<stdlib.h>
#include<graphics.h>
#include<math.h>
void bezier(int x[4], int y[4])
int i;
double t;
for(t=0.0;t<1.0;t+=0.0005)
double xt = pow(1-t,3)*x[0]+3*t*pow(1-t,3)*x[0]
t,2)*x[1]+3*pow(t,2)*(1-t)*x[2]+pow(t,3)*x[3];
double yt = pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y[0]+3*t*pow(1-t,3)*y
t,2)*y[1]+3*pow(t,2)*(1-t)*y[2]+pow(t,3)*y[3];
putpixel(xt,yt,GREEN);
return;
void main()
   int qd=DETECT, qm;
   initgraph(&gd,&gm,"");
   double
FlowerRadius=15, SunRadius, SunAngle, CircleCenterx, CircleCe
ntery;
   int xmax = getmaxx();
   line(0, 400, xmax, 400);
   setcolor(GREEN);
   double xmid = xmax/2;
   double ymid = 400;
   double SunCenterx=xmax-50-
xmid, SunCentery=0, si, co, xcord, ycord;
   line(300,400,300,300);
   int x[4] = \{300, 300, 335, 335\}, y[4] = \{300, 290, 290, 300\};
   bezier(x,y);
   CircleCenterx = 335;
   CircleCentery = 300;
   setcolor(YELLOW);
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fillellipse(CircleCenterx, CircleCentery, FlowerRadius, Flow
erRadius);
fillellipse(CircleCenterx+FlowerRadius*2*si, CircleCentery
,10,4);
fillellipse(CircleCenterx, CircleCentery+FlowerRadius*2,4,
10);
 fillellipse(CircleCenterx, CircleCentery-
FlowerRadius*2,4,10);
 fillellipse(CircleCenterx-
FlowerRadius*2, CircleCentery, 10, 4);
 setcolor(RED);
 fillellipse(xmid+SunCenterx, 430+SunCentery, 30, 30);
 setcolor(BLACK);
 fillellipse(xmid+SunCenterx, 430+SunCentery, 30, 30);
 setcolor(RED);
 for(int i=0;i<180;i++)
 {
   cleardevice();
   line(0,400,xmax,400);
   setcolor(GREEN);
   line(300,400,300,300);
   si = sin(i*3.14/180);
   co = cos(i*3.14/180);
   xcord = SunCenterx*co;
   vcord = SunCenterx*si;
   int x[4] = \{300, 300, CircleCenterx, CircleCenterx\}, y[4]
= {300, CircleCentery-10, CircleCentery-10, 300};
   bezier(x,y);
   setcolor(RED);
   fillellipse(xmid+xcord, 370-ycord, 30, 30);
   double xflower = co*35;
   double vflower = si*35;
   CircleCenterx = 300 + xflower;
   CircleCentery = 300 - yflower;
   FlowerRadius = 15 + 5*si;
   setcolor(YELLOW);
   fillellipse(CircleCenterx-
5+FlowerRadius*2*si, CircleCentery, 20*si, 15*si);
   fillellipse(CircleCenterx, CircleCentery-
5+FlowerRadius*2*si, 15*si, 20*si);
   fillellipse(CircleCenterx, CircleCentery+5-
FlowerRadius*2*si,15*si,20*si);
   fillellipse(CircleCenterx+5-
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FlowerRadius*2*si, CircleCentery, 20*si, 15*si);

fillellipse(CircleCenterx, CircleCentery, FlowerRadius, Flow erRadius);
    setcolor(RED);
    fillellipse(CircleCenterx, CircleCentery, 10, 10);
    setcolor(WHITE);
    //moveto(400+xflower, 200);
    delay(100);
}
getch();
}
```