

PRACTICAL 1:

AIM: Write a Program to study different graphics functions. Initgraph(), closegraph(), getpixel(), putpixel(), arc(), bar(), cleardevice(), getmaxx(), getmaxy(), getx(), gety(), getcolor(), getbkcolor(), setcolor(), rectangle(), outtext(), line(), textheight(), textweight(), putpixel().

Source Code:

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#include<dos.h>
#include<graphics.h>
void main()
{
    int gd,gm,abc,i,a,b;
    char c;
    char ch[100];
    gd=DETECT;
    initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
    cleardevice();
    setbkcolor(RED); //sets background color
    line(100,200,150,250); //to draw line(x1,y1,x2,y2)
    putpixel(0,0,14); //puts color to 0,0 coordinate
    abc=getpixel(0,0); //putpixel gives color code at that coordinate
    sprintf(ch,"At print %d",abc); //prints abc i.e.color code of 0,0
    outtext(ch); // output on the screen
    arc(120,200,45,180,20); // draw arc(x,y,startangle,endangle,radius)
    delay(100);
    for(i=0;i<400;i++)
    {
        bar(10+i,40+i,15+i,100+i); //draw bar(left,top,right,bottom)
        bar(2+i,60+i,50+i,70+i);
        delay(5);
        if(i!=299){
            cleardevice();
        }
    }
    rectangle(500,300,280,350);
    setbkcolor(WHITE);
    for(i=0;i<400;i++)
    {
        setcolor(YELLOW);
        setfillstyle(SOLID_FILL,YELLOW);
```

```
    circle(200+i,200,100);
    floodfill(200+i,200,YELLOW);
    setcolor(BLUE);
    setfillstyle(SOLID_FILL,BLUE);
    circle(150+i,150,20);
    circle(250+i,150,20);
    floodfill(150+i,150,BLUE);
    floodfill(250+i,150,BLUE);
    arc(200+i,230,180,0,45);
    delay(5);
    if(i!=299){
        cleardevice();
    }
    }
    setbkcolor(BLACK);
    for(i=0;i<400;i++){
        a=random(600);
        b=random(450);
        setcolor(WHITE);
        setfillstyle(SOLID_FILL,random(15));
        circle(a,b,5);
        floodfill(a,b,WHITE);
        delay(100);
    }
    cleardevice();
    for(i=0;i<50;i++){
        outtextxy(random(600),random(450),"Amisha");
        setttextstyle(random(10),HORIZ_DIR,random(10));
        delay(100);
    }
    getch();
    closegraph();
}
```

Output:



