#include<dos.h>

#include<iostream>

#include<graphics.h>

#include<math.h>

#include<conio.h>

int main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm, "c:\\ turbo c3 \\ bgi");

float x = 1 y, j = 0.5 count = 0.1 ,i

setcolor(01);

for(int k = 0 k<7;k++)

{

for ( i = 90 ; i<270 i +=10)

{

y=cos(i^ \* 3.14/180 )/j

x +=5

circle (x, y \* 100 + 200, 15) ;

floodfill (x, y \* 100 + 200, 1)

line(0,215,800,215);

delay(50);

clrscr();

}

j+=count;

count r = 0.1

}

getch();

return 0;

}