**PROGRAM:HOUSE**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"c:/TURBOC3/BGI");

//HOUSE BOTTOM

setfillstyle(LINE\_FILL,1);

rectangle(30,120,270,270);

floodfill(31,121,getmaxcolor());

line(120,120,120,270);

//DOOR

setfillstyle(SOLID\_FILL,7);

rectangle(60,180,90,270);

floodfill(61,181,getmaxcolor());

//WINDOW

setfillstyle(SOLID\_FILL,7);

rectangle(165,180,225,225);

floodfill(166,181,getmaxcolor());

//ROOF

setfillstyle(XHATCH\_FILL,6);

line(75,30,30,120);

line(75,30,120,120);

floodfill(90,90,getmaxcolor());

setfillstyle(XHATCH\_FILL,6);

line(225,30,270,120);

line(75,30,225,30);

floodfill(150,90,getmaxcolor());

setfillstyle(SOLID\_FILL,BLACK);

circle(75,80,10);

floodfill(76,81,getmaxcolor());

getch();

closegraph();

}

**PROGRAM: SMILIE**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"c:/TURBOC3/BGI");

//FACE

setfillstyle(SOLID\_FILL,12);

circle(300,300,150);

floodfill(301,301,getmaxcolor());

//EYE

setfillstyle(SOLID\_FILL,15);

ellipse(250,250,0,360,20,30);

floodfill(251,251,getmaxcolor());

setfillstyle(SOLID\_FILL,15);

ellipse(350,250,0,360,20,30);

floodfill(351,251,getmaxcolor());

//NOSE

circle(300,300,10);

//SMILE

arc(300,350,180,0,50);

getch();

closegraph();

}

**PROGRAM:MOVING CAR**

#include<iostream.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void main()

{

clrscr();

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:/TURBOC3/BGI");

for (int i=0;i<500;i++)

{

//CAR BODY

line(50+i,370,90+i,370);

arc(110+i,370,0,180,20);

line(130+i,370,220+i,370);

arc(240+i,370,0,180,20);

line(260+i,370,300+i,370);

line(300+i,370,300+i,350);

line(300+i,350,240+i,330);

line(240+i,330,200+i,300);

line(200+i,300,110+i,300);

line(110+i,300,80+i,330);

line(80+i,330,50+i,340);

line(50+i,340,50+i,370);

//CAR WINDOWS

line(165+i,305,165+i,330);

line(165+i,330,230+i,330);

line(230+i,330,195+i,305);

line(195+i,305,165+i,305);

line(160+i,305,160+i,330);

line(160+i,330,95+i,330);

line(95+i,330,120+i,305);

line(120+i,305,160+i,305);

//WHEELS

circle(110+i,370,17);

circle(240+i,370,17);

delay(10);

cleardevice();

//ROAD

line(0,390,639,390);

}

getch();

closegraph();

}

