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**Practical 12: Program to implement Graphical Operations**

1. **Write C program to draw line.**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT ,gm;

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

setcolor(2);

setcolor(GREEN);

line(150,150,450,150);

setbkcolor(WHITE);

getch();

closegraph();

}

1. **Write C program to draw circle.**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

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

setcolor(2);

circle(299,210,70);

setcolor(GREEN);

setbkcolor(YELLOW);

getch();

closegraph();

}

1. **Write C program to draw rectangle.**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

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

rectangle(100,100,200,200);

getch();

closegraph();

}

1. **Write C program to move circle one location to another on pressing enter key.**
2. **Write C program to draw 10 concentric circles.**

#include<stdio.h>

#include<conio.h>

#include<dos.h>

#include<graphics.h>

void main()

{

int i,r;

int gd=DETECT, gm;

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

r=70;

setcolor(YELLOW);

for(i=1;i<=10;i++)

{

setcolor(BLUE);

circle(299,210,r);

r=r+2;

delay(500);

}

closegraph();

getch();

}