

# **TEDDY BEAR**

## **CODE:**

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
void main()
{
int gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TC\\BGI");
printf("\n\n\nHello Anupreksha\n\t#Teddy Lover\n\tThis Teddy For You :-");
setcolor(RED);
circle(350,293,100);
setfillstyle(SOLID_FILL,RED);
floodfill(350,293,RED);
//Inner circle
setcolor(LIGHTRED);
circle(350,295,80);
setfillstyle(SOLID_FILL,LIGHTRED);
floodfill(350,295,LIGHTRED);
setcolor(BROWN);
circle(350,300,70);
setfillstyle(SOLID_FILL,BROWN);
floodfill(350,300,BROWN);
//Inner Design
//setcolor(CREAM)
//face circle
setcolor(RED);
circle(350,120,70);
setfillstyle(SOLID_FILL,RED);
floodfill(350,120,RED);
//circle
setcolor(LIGHTRED);
circle(290,50,20);
setfillstyle(SOLID_FILL,LIGHTRED);
floodfill(290,50,LIGHTRED);
//upper circle
setcolor(LIGHTRED);
circle(405,50,20);

setfillstyle(SOLID_FILL,LIGHTRED);
floodfill(405,50,LIGHTRED);
//eyes
setcolor(LIGHTRED);
circle(352,125,9);
setfillstyle(SOLID_FILL,LIGHTRED);
floodfill(352,125,LIGHTRED);
setcolor(BLACK);
```

```
circle(315,90,8);
setfillstyle(SOLID_FILL,BLACK);
floodfill(315,90,BLACK);
setcolor(BLACK);
circle(385,90,8);
setfillstyle(SOLID_FILL,BLACK);
floodfill(385,90,BLACK);
setcolor(BLACK);
ellipse(354,150,188,310,30,5);
setfillstyle(SOLID_FILL,BLACK);
setcolor(LIGHTRED);
//legs circle
circle(242,366,34);
setfillstyle(SOLID_FILL,LIGHTRED);
floodfill(242,366,LIGHTRED);
circle(460,366,34);
setfillstyle(SOLID_FILL,LIGHTRED);
floodfill(460,366,LIGHTRED);
```

```
//2
setcolor(LIGHTGRAY);
circle(133,167,12);
setfillstyle(SOLID_FILL,LIGHTGRAY);
floodfill(133,167,LIGHTGRAY);
setcolor(LIGHTGRAY);
circle(70,167,12);
setfillstyle(SOLID_FILL,LIGHTGRAY);
floodfill(70,167,LIGHTGRAY);
setcolor(BROWN);
circle(100,210,40);
setfillstyle(SOLID_FILL,BROWN);
floodfill(100,210,BROWN);
setcolor(BLACK);
circle(82,189,3);
circle(120,189,3);
setfillstyle(SOLID_FILL,BLACK);
floodfill(82,189,BLACK);
setfillstyle(SOLID_FILL,BLACK);
floodfill(120,189,BLACK);
circle(100,210,4);
setfillstyle(SOLID_FILL,BLACK);
floodfill(100,210,BLACK);
ellipse(100,225,240,310,30,5);
setcolor(BROWN);
circle(100,303,50);
setfillstyle(SOLID_FILL,BROWN);
floodfill(100,300,BROWN);
setcolor(LIGHTGRAY);
circle(155,349,25);
```

```
setfillstyle(SOLID_FILL,LIGHTGRAY);
floodfill(155,349,LIGHTGRAY);
circle(40,349,25);
setfillstyle(SOLID_FILL,LIGHTGRAY);
floodfill(40,349,LIGHTGRAY);
//3
setcolor(RED);
circle(570,180,9);
setfillstyle(SOLID_FILL,RED);
floodfill(570,180,RED);
circle(625,178,9);
setfillstyle(SOLID_FILL,RED);
floodfill(625,178,RED);
setcolor(BLACK);
circle(585,197,2);
setfillstyle(SOLID_FILL,BLACK);
floodfill(585,197,BLACK);
circle(600,197,2);
setfillstyle(SOLID_FILL,BLACK);
floodfill(600,197,BLACK);
circle(590,216,2);
setfillstyle(SOLID_FILL,BLACK);
floodfill(590,216,BLACK);
setcolor(YELLOW);
circle(599,210,30);
setfillstyle(SOLID_FILL,YELLOW);
floodfill(599,216,YELLOW);
circle(599,276,35);
setfillstyle(SOLID_FILL,YELLOW);
floodfill(599,280,YELLOW);
setcolor(RED);
circle(568,314,12);
setfillstyle(SOLID_FILL,RED);
floodfill(568,314,RED);
circle(627,314,12);
setfillstyle(SOLID_FILL,RED);
floodfill(627,314,RED);

getch();
closegraph();
}
```

## OUTPUT:

