EXPERIMENT NO 10

~ ARYA RAUL

COMPS 20

Aim: Program to perform animation.

Theory:

Animation, the art of making inanimate objects appear to move. Animation is an artistic impulse that long predates the movies. Animation has allowed storytellers to tell stories in unique ways. The visceral fantastical worlds in animated films can reignite inspiration and the magic of stories no matter what age.

Program:

```
#include<graphics.h>
#include<conio.h>
#include<stdio.h>
void main()
{
int gd=DETECT,gm;
int i,j,k,t,q;
float x,y;
initgraph(&gd,&gm,"..\\bgi");
setcolor(3);
rectangle(0,0,getmaxx(),getmaxy());
setcolor(2);
i=0;
for(t=0;t<getmaxx();t+=120)
{
line(t,250,t+60,170);
line(t+60,170,t+120,250);
}
line(0,400,getmaxx(),350);
setfillstyle(11,CYAN);
floodfill(2,420,2);
setfillstyle(4,LIGHTGREEN);
floodfill(1,300,2);

i=0;
while(i!=150)
{

setcolor(BLACK);
setfillstyle(SOLID_FILL,BLACK);
```
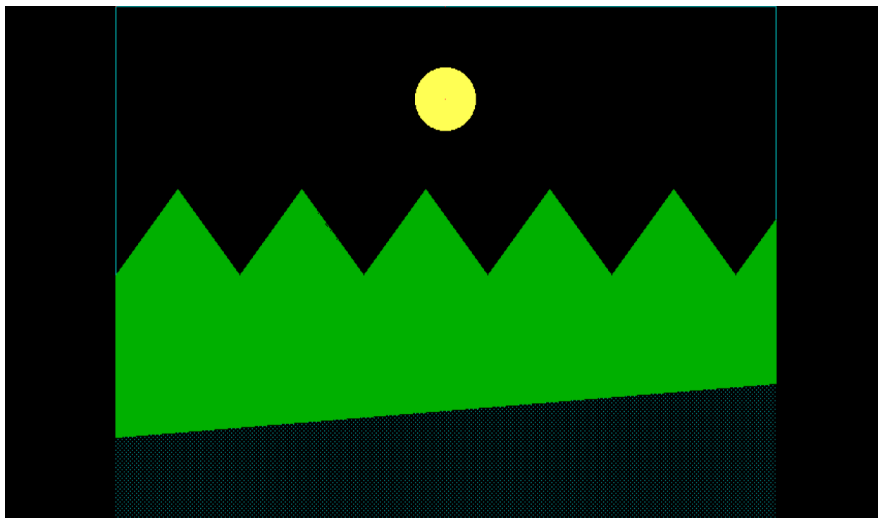
```
fillellipse(k,j,30,30);
setfillstyle(SOLID_FILL,YELLOW);
fillellipse(170+i,235-i,30,30);
j=235-i;
k=170+i;
i++;
setcolor(2);
for(t=0;t<getmaxx();t+=120)
{
line(t,250,t+60,170);
line(t+60,170,t+120,250);
}
setfillstyle(1,GREEN);
floodfill(202,200,GREEN);
delay(25);
}

for(i=36;i<80;i++)
for(j=0;j<=360;j+=20)
{
x=319+i*cos(((float)j*3.14)/180);
y=86+i*sin(((float)j*3.14)/180);
putpixel(x,y,LIGHTRED);
delay(1);
}
getch();
}
```
Output:

Conclusion:

Animation is performed