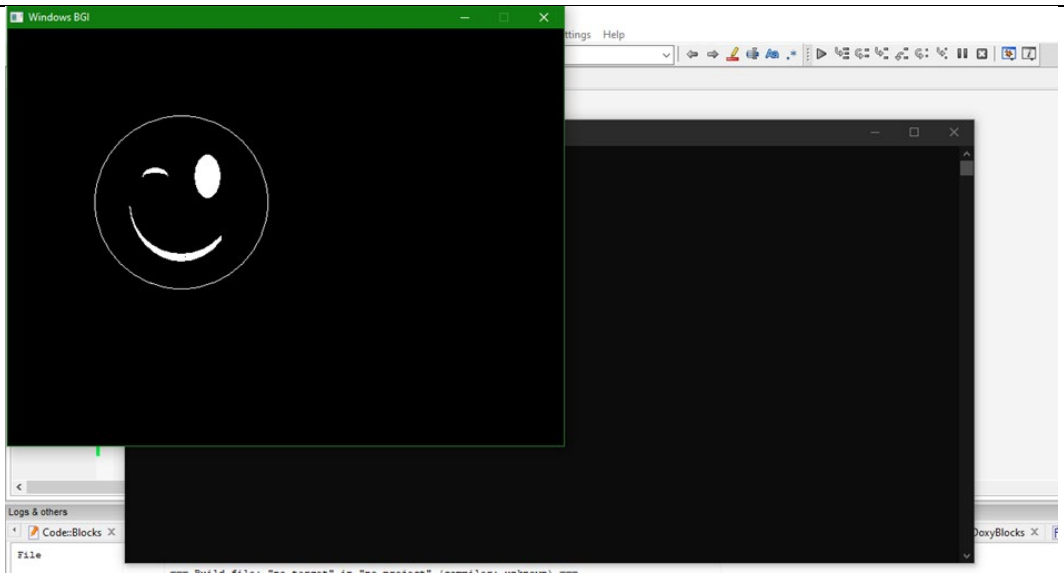
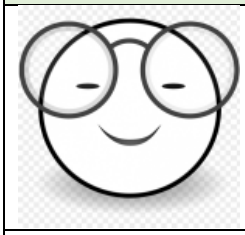
LabExamSpring 2020 || Set-A || (a)-1

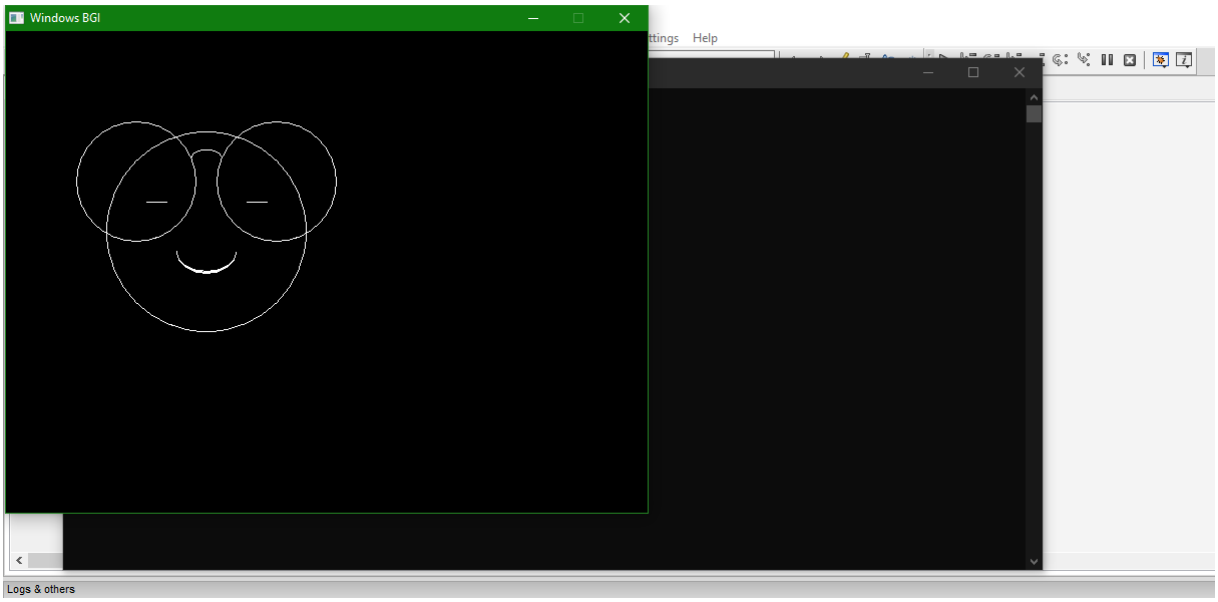
```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    circle (200, 200, 100);//round face
    ellipse (170, 170, 0, 180, 15, 5);//left eye
    ellipse (170, 170, 0, 180, 15, 6);
    ellipse (170, 170, 0, 180, 15, 7);
    ellipse (170, 170, 0, 180, 15, 8);
    ellipse (170, 170, 0, 180, 15, 9);
    ellipse (170, 170, 0, 180, 15, 10);
    setfillstyle (SOLID_FILL, WHITE);
    ellipse (230, 170, 180, 180, 15, 25);//right eye
    floodfill (240, 170, 15);
    ellipse (200, 200, 185, 320, 60, 60);//lips
    ellipse (200, 200, 185, 320, 60, 61);
    ellipse (200, 200, 185, 320, 60, 62);
    ellipse (200, 200, 185, 320, 60, 63);
    ellipse (200, 200, 185, 320, 60, 64);
    ellipse (200, 200, 185, 320, 60, 65);
    ellipse (200, 200, 185, 320, 60, 66);
    ellipse (200, 200, 185, 320, 60, 67);
    ellipse (200, 200, 185, 320, 60, 68);
    getch();
    closegraph();
}
```



LabExamSpring 2020 || Set-A || (a)-2

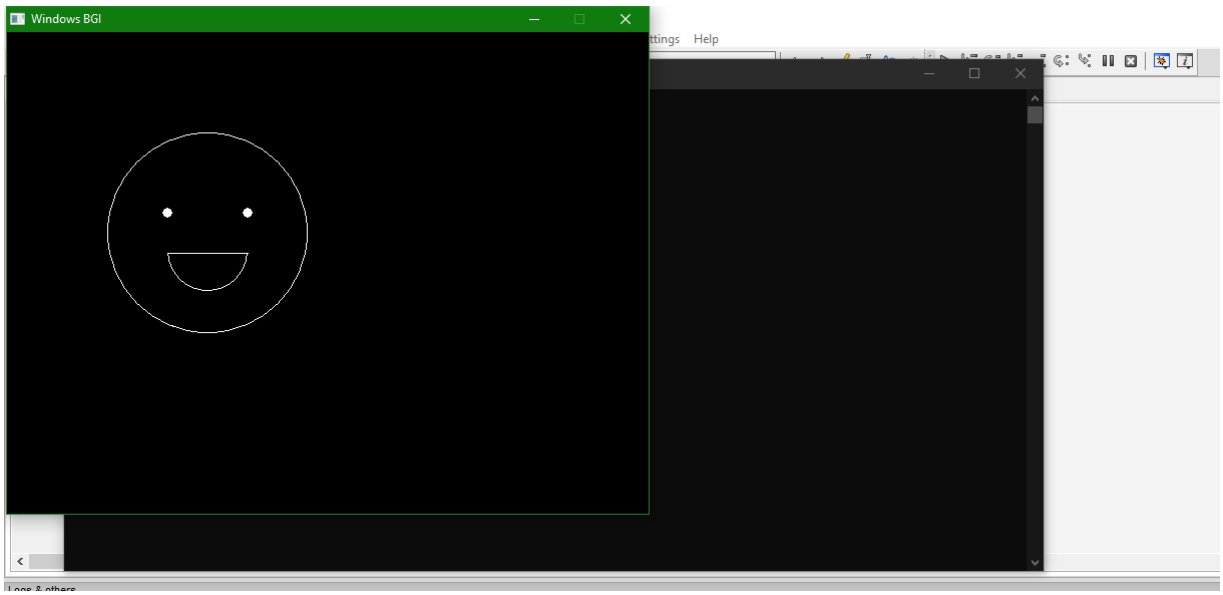


```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    circle (200, 200, 100);//round face
    circle (130, 150, 60);//left eyeglass
    circle (270, 150, 60);//right eyeglass
    ellipse (200, 125, 0, 180, 15, 7);//frame joint
    line (140, 170, 160, 170);//left eye
    line (240, 170, 260, 170);//right eye
    ellipse (200, 220, 180, 355, 30, 20);//lips
    ellipse (200, 220, 185, 355, 30, 21);
    ellipse (200, 220, 185, 355, 30, 22);
    getch();
    closegraph();
}
```

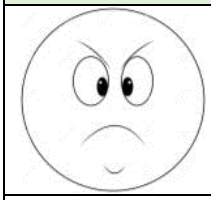


LabExamSpring 2020 || Set-A || (a)-3

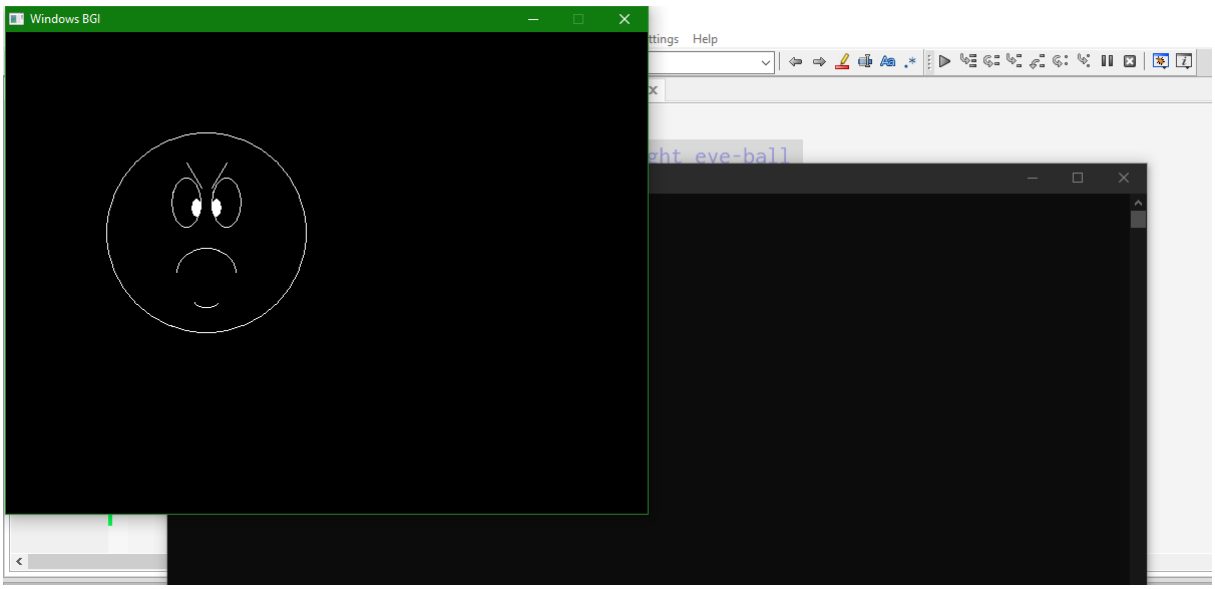
```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    circle (200, 200, 100);//round face
    setfillstyle (SOLID_FILL, WHITE);
    circle (160, 180, 5);//left eye
    floodfill (160, 180, 15);
    circle (240, 180, 5);//right eye
    floodfill (240, 180, 15);
    line (160, 220, 240, 220);//upper lips
    arc (200, 218, 185, 355, 40);//lower lips
    getch();
    closegraph();
}
```



LabExamSpring 2020 || Set-A || (a)-4

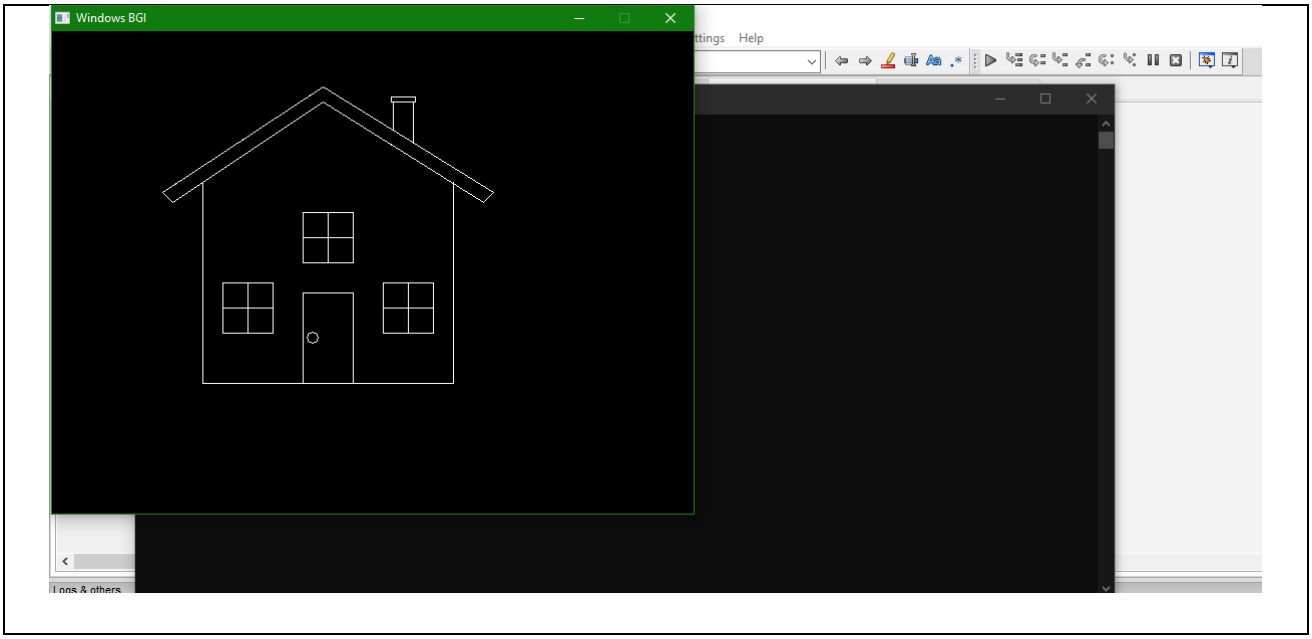


```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    circle (200, 200, 100);//round face
    ellipse (180, 170, 180, 180, 15, 25);//left eye
    ellipse (220, 170, 180, 180, 15, 25);//right eye
    setfillstyle (SOLID_FILL, WHITE);
    ellipse (190, 175, 190, 180, 5, 9);//left eye-ball
    floodfill (190, 175, 15);
    ellipse (210, 175, 190, 180, 5, 9);//right eye-ball
    floodfill (210, 175, 15);
    line (180, 130, 195, 155);//left eyebrow
    line (220, 130, 205, 155);//right eyebrow
    ellipse (200, 240, 0, 180, 30, 25);//lips
    ellipse (200, 270, 180, 355, 12, 5);//neck
    getch();
    closegraph();
}
```

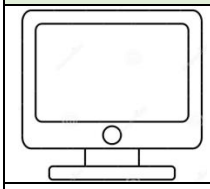


LabExamSpring 2020 || Set-B || (a)-1

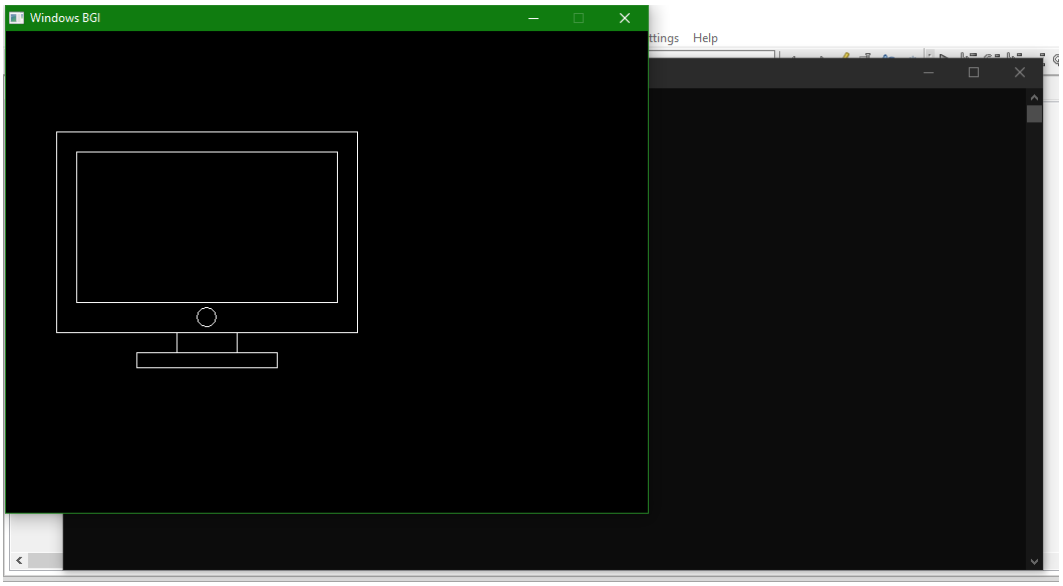
```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    //3-line house
    line (150, 150, 150, 350);//left
    line (150, 350, 400, 350);//middle
    line (400, 150, 400, 350);//right
    //roof
    line (270, 70, 120, 170);//left inner side
    line (270, 55, 110, 160);//left outer side
    line (110, 160, 120, 170);//left joint
    line (270, 70, 430, 170);//right inner side
    line (270, 55, 440, 160);//right outer side
    line (440, 160, 430, 170);//right joint
    //chimney
    line (340, 70, 340, 97);
    line (360, 70, 360, 110);
    rectangle (338, 65, 362, 70);
    //window & door
    rectangle (250, 180, 300, 230);//middle window
    line (250, 205, 300, 205);
    line (275, 180, 275, 230);
    rectangle (170, 250, 220, 300);//left window
    line (170, 275, 220, 275);
    line (195, 250, 195, 300);
    rectangle (330, 250, 380, 300);//right window
    line (330, 275, 380, 275);
    line (355, 250, 355, 300);
    rectangle (250, 260, 300, 350);//door
    circle (260, 305, 6);//door lock
    getch();
    closegraph();
}
```


Windows BGI
ttings Help
Logs & others

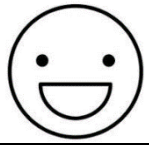
LabExamSpring 2020 || Set-B || (a)-2



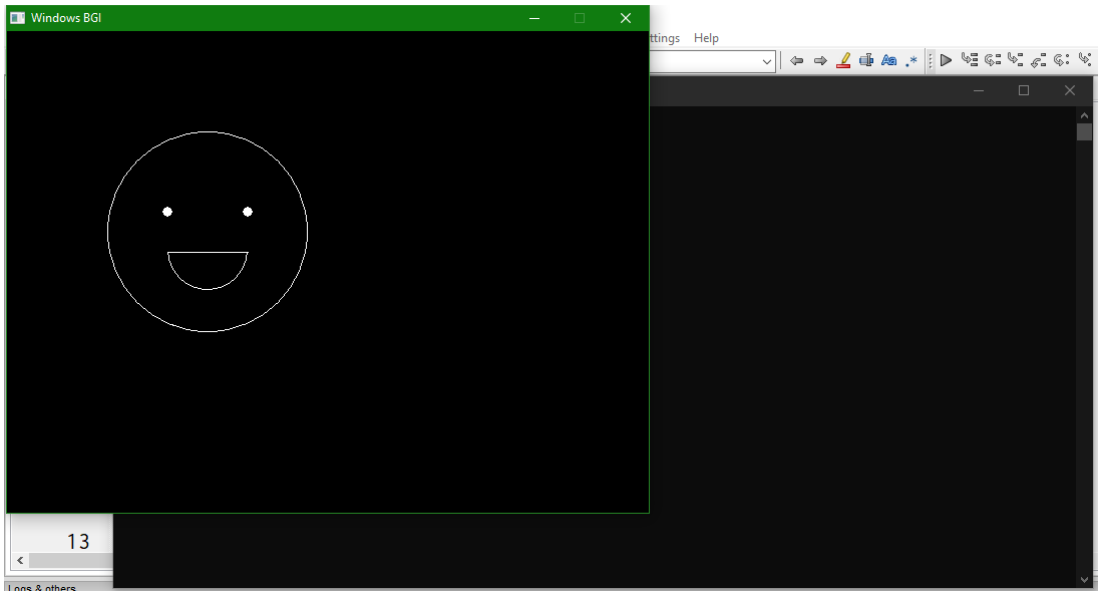
```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    rectangle (50, 100, 350, 300);//outer shape
    rectangle (70, 120, 330, 270);//inner shape
    circle (200, 285, 10);//logo
    rectangle (170, 300, 230, 320);//stand
    rectangle (130, 320, 270, 335);//floor
    getch();
    closegraph();
}
```



LabExamAutumn 2020 || Set-A || (a)-1

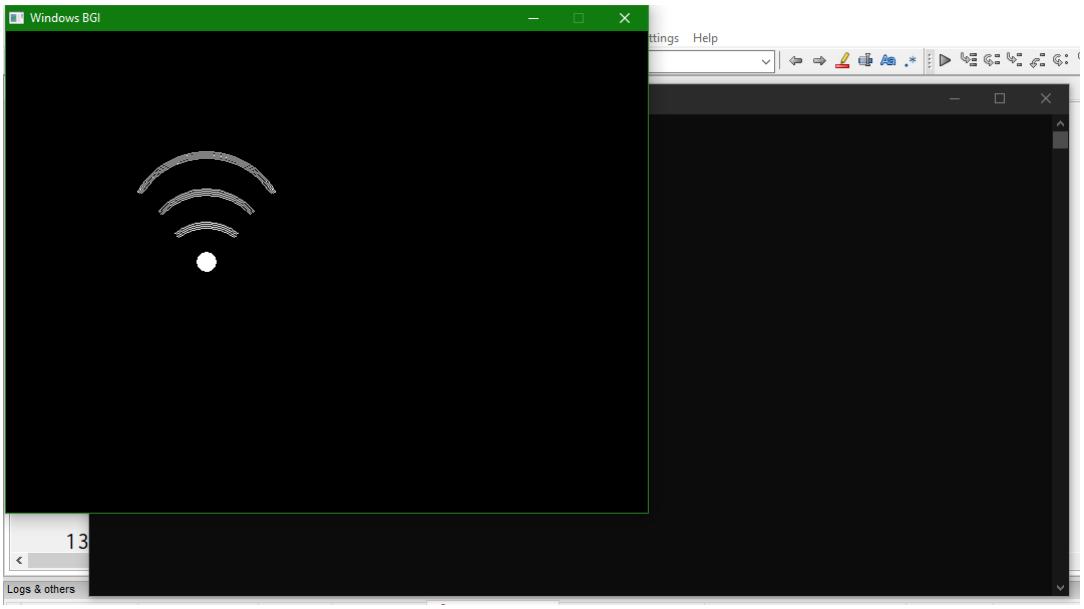


```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    circle (200, 200, 100);//round face
    setfillstyle (SOLID_FILL, WHITE);
    circle (160, 180, 5);//left eye
    floodfill (160, 180, 15);
    circle (240, 180, 5);//right eye
    floodfill (240, 180, 15);
    line (160, 220, 240, 220);//upper lips
    arc (200, 218, 185, 355, 40);//lower lips
    getch();
    closegraph();
}
```



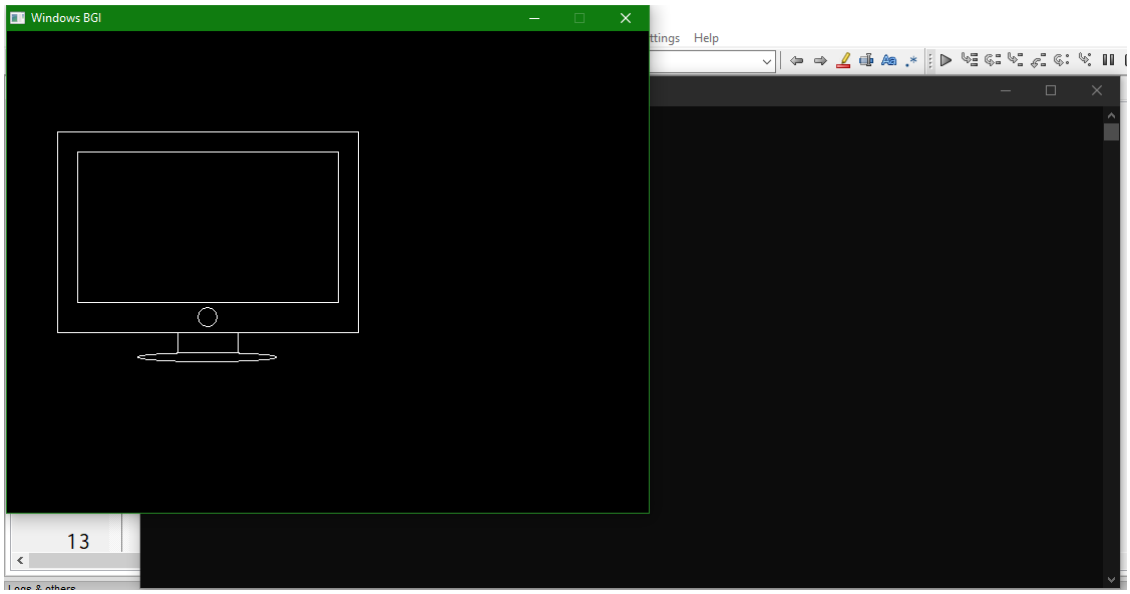
LabExamAutumn 2020 || Set-A || (a)-2

```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    arc (200, 200, 30, 150, 80);//signal-1
    arc (200, 201, 31, 149, 79);
    arc (200, 202, 32, 148, 78);
    arc (200, 203, 33, 147, 77);

    arc (200, 220, 40, 140, 63);//signal-2
    arc (200, 221, 41, 139, 62);
    arc (200, 222, 42, 138, 61);
    arc (200, 223, 43, 137, 60);

    arc (200, 240, 50, 130, 50);//signal-3
    arc (200, 241, 51, 129, 49);
    arc (200, 242, 52, 128, 48);
    arc (200, 243, 53, 127, 47);
    setfillstyle (SOLID_FILL, WHITE);
    circle (200, 230, 10);//signal-0
    floodfill (200, 230, 15);
    getch();
    closegraph();
}
```



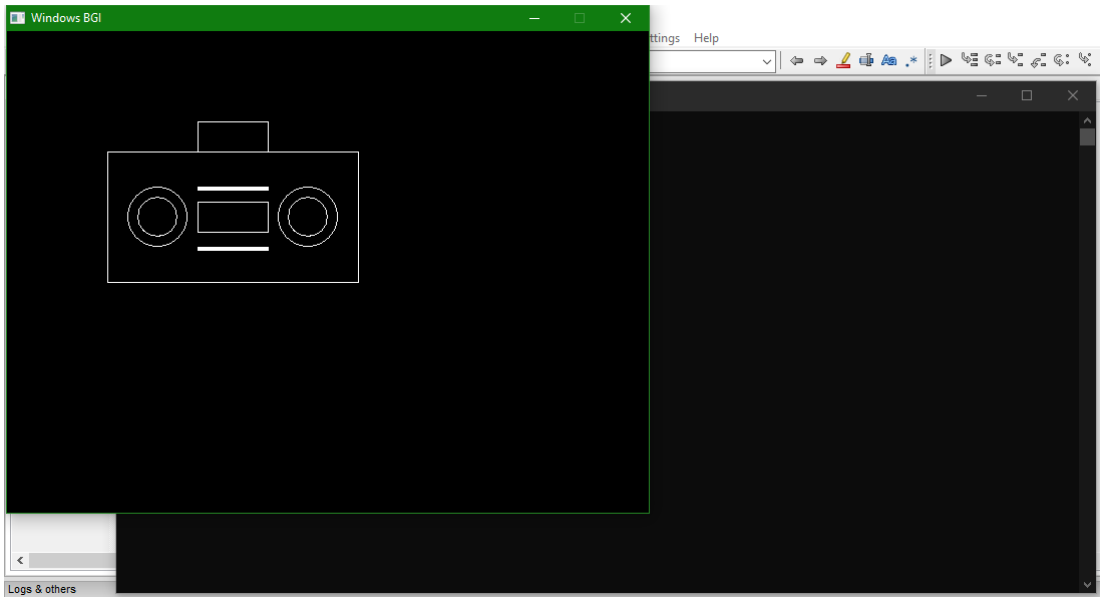
LabExamAutumn 2020 || Set-A || (a)-3

```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    rectangle (50, 100, 350, 300);//outer shape
    rectangle (70, 120, 330, 270);//inner shape
    circle (200, 285, 10);//logo
    rectangle (170, 300, 230, 320);//stand
    ellipse (200, 325, 180, 180, 70, 5);//floor
    getch();
    closegraph();
}
```



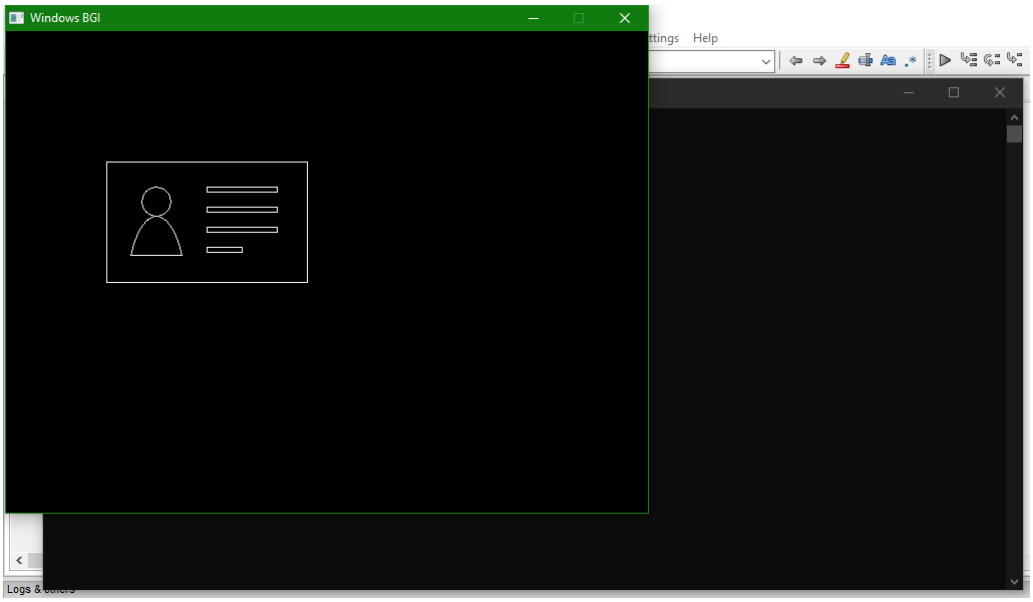
LabExamAutumn 2020 || Set-B || (a)-1

```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    rectangle (100, 120, 350, 250);//box shape
    circle (150, 185, 30);//left outer circle
    circle (150, 185, 20);//left inner circle
    circle (300, 185, 30);//right outer circle
    circle (300, 185, 20);//right outer circle
    rectangle (190, 90, 260, 120);//handle
    line (190, 155, 260, 155);//upper line
    line (190, 156, 260, 156);
    line (190, 157, 260, 157);
    line (190, 158, 260, 158);
    rectangle (190, 170, 260, 200);//Cassette-player
    line (190, 215, 260, 215);//lower line
    line (190, 216, 260, 216);
    line (190, 217, 260, 217);
    line (190, 218, 260, 218);
    getch();
    closegraph();
}
```



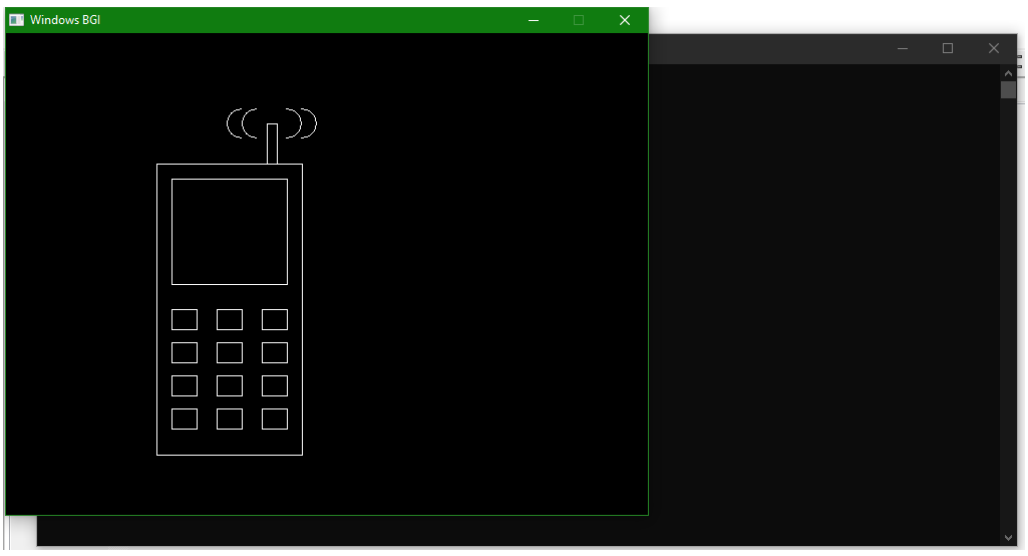
LabExamAutumn 2020 || Set-B || (a)-2

```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    rectangle (100, 130, 300, 250);//box shape
    circle (150, 170, 15);//head
    ellipse (150, 264, 30, 150, 30, 80);//body
    line (125, 223, 175, 223);//body-end
    rectangle (200, 155, 270, 160);//line-1
    rectangle (200, 175, 270, 180);//line-2
    rectangle (200, 195, 270, 200);//line-3
    rectangle (200, 215, 235, 220);//line-4
    getch();
    closegraph();
}
```



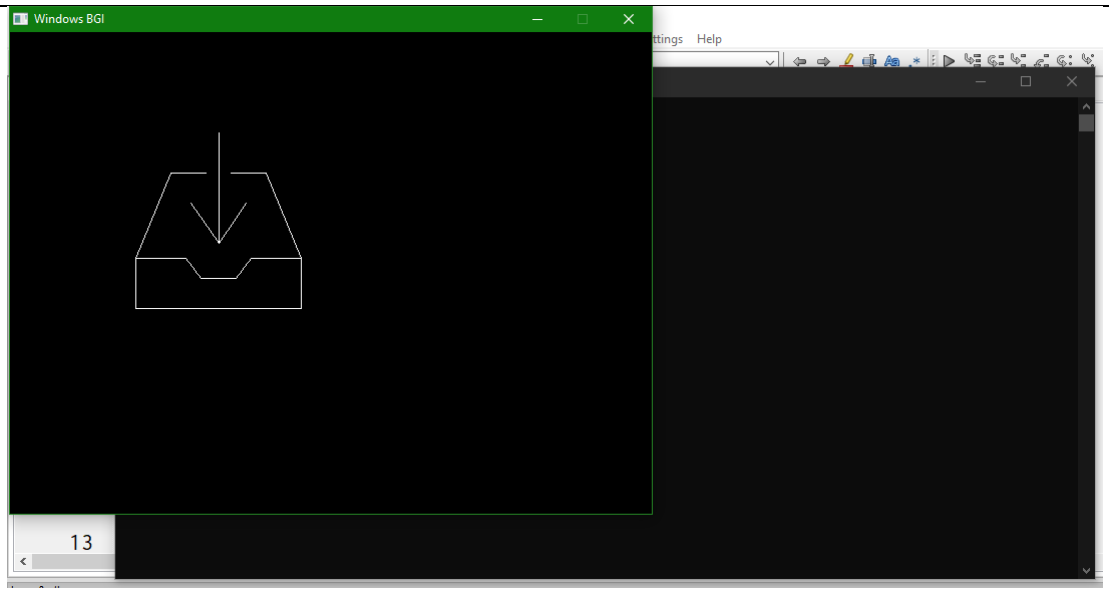
LabExamAutumn 2020 || Set-C || (a)-1

```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    rectangle (150, 130, 295, 420);//box shape
    rectangle (260, 90, 270, 130);//antenna
    arc (250, 90, 90, 270, 15);//left signal-1
    arc (235, 90, 90, 270, 15);//left signal-2
    arc (280, 90, 270, 90, 15);//left signal-1
    arc (295, 90, 270, 90, 15);//left signal-2
    rectangle (165, 145, 280, 250);//screen
    rectangle (165, 275, 190, 295);//digit-1
    rectangle (210, 275, 235, 295);//digit-2
    rectangle (255, 275, 280, 295);//digit-3
    rectangle (165, 308, 190, 328);//digit-4
    rectangle (210, 308, 235, 328);//digit-5
    rectangle (255, 308, 280, 328);//digit-6
    rectangle (165, 341, 190, 361);//digit-7
    rectangle (210, 341, 235, 361);//digit-8
    rectangle (255, 341, 280, 361);//digit-9
    rectangle (165, 374, 190, 394);//*
    rectangle (210, 374, 235, 394);//digit-0
    rectangle (255, 374, 280, 394);//#
    getch();
    closegraph();
}
```

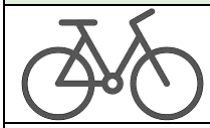


LabExamAutumn 2020 || Set-C || (a)-2

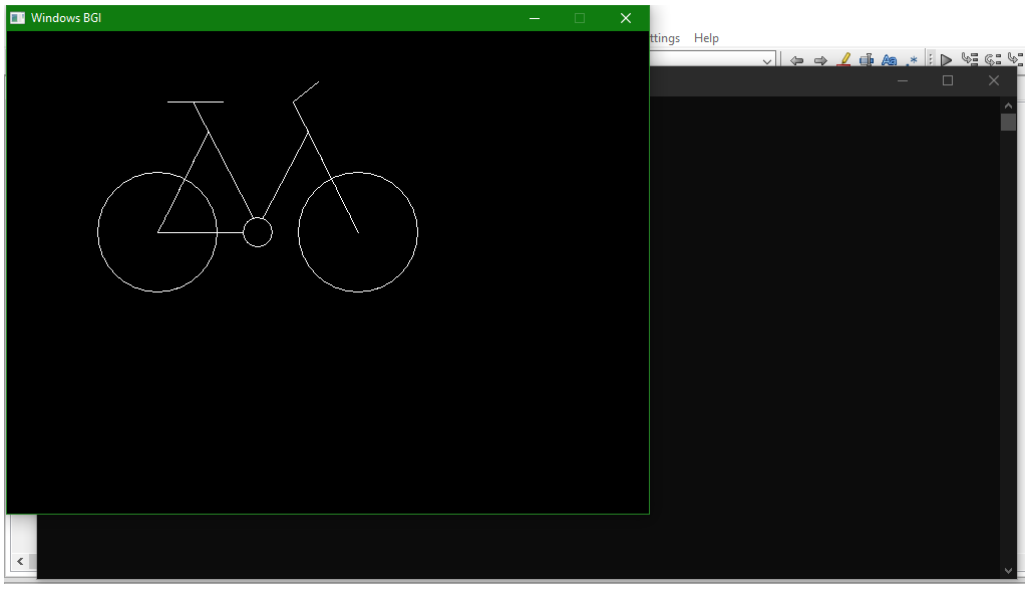
```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    //upper box
    line (160, 140, 125, 225);/*/*/
    line (255, 140, 290, 225);//\*/
    line (160, 140, 195, 140);//-1
    line (255, 140, 220, 140);//-2
    //arrow
    line (208, 100, 208, 210);//line
    line (180, 170, 208, 210);//a+j-1
    line (235, 170, 208, 210);//a+j-2
    //lower box
    line (125, 225, 175, 225);//l-1
    line (240, 225, 290, 225);//l-2
    line (190, 245, 225, 245);//down
    line (175, 225, 190, 245);//d+j-1
    line (240, 225, 225, 245);//d+j-2
    line (125, 225, 125, 275);//||-1
    line (290, 225, 290, 275);//||-2
    line (125, 275, 290, 275);//-
    getch();
    closegraph();
}
```



LabExamAutumn 2020 || Set-D || (a)-1

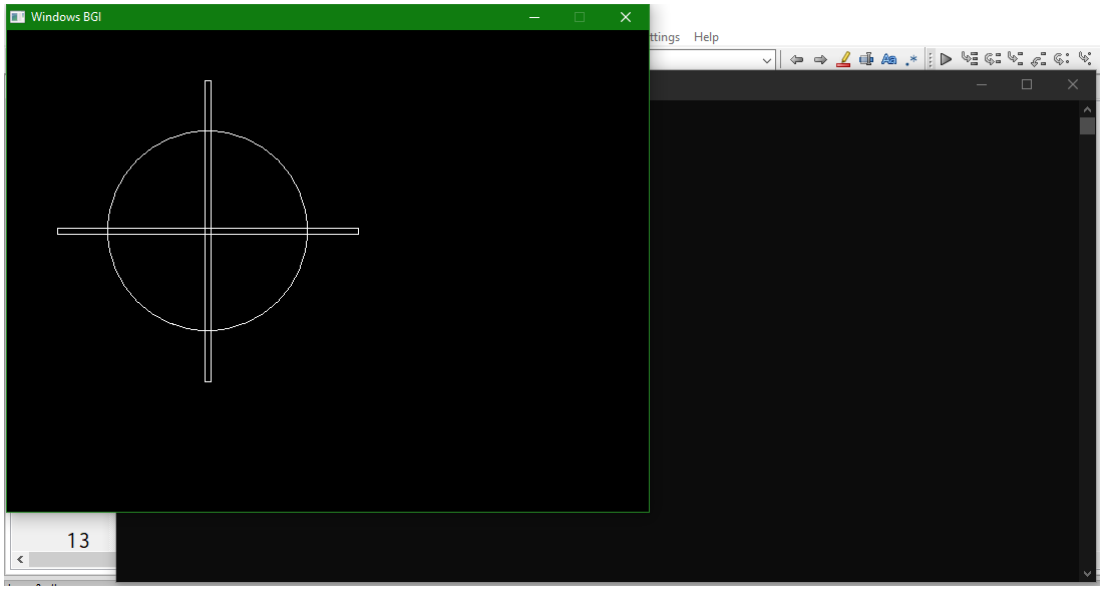


```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    circle (150, 200, 60);//wheel-1
    circle (250, 200, 15);//chain ring
    circle (350, 200, 60);//wheel-2
    line (150, 200, 235, 200);// wheel-1+chain ring
    line (200, 100, 150, 200);//seat-stay
    line (185, 70, 245, 185);//seat-tube
    line (160, 70, 215, 70);//seat
    line (300, 100, 255, 185);//down-tube
    line (285, 70, 350, 200);//font-fork
    line (285, 70, 310, 50);//handlebar
    getch();
    closegraph();
}
```



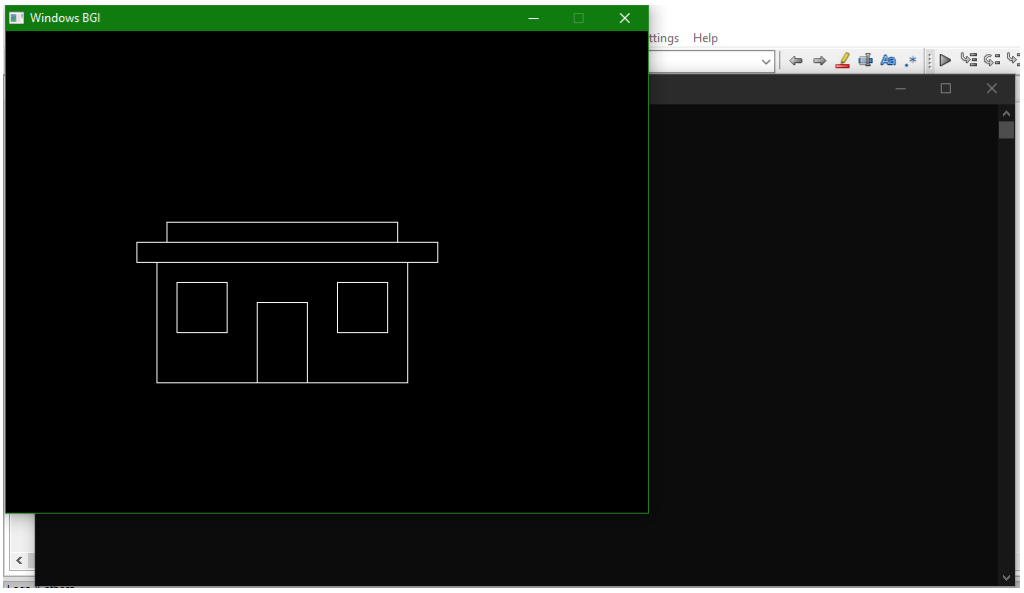
LabExamAutumn 2020 || Set-D || (a)-2

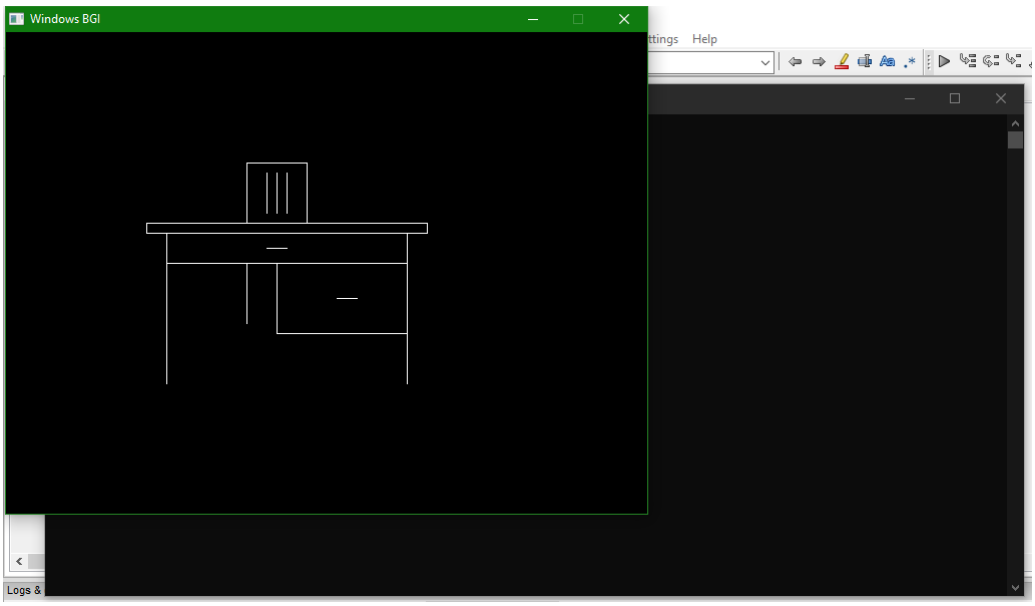
```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    circle (200, 200, 100);
    rectangle (50, 197, 350, 203);
    rectangle (197, 50, 203, 350);
    getch();
    closegraph();
}
```



LabExamAutumn 2020 || Set-E || (a)-1

```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    rectangle (150, 230, 400, 350);//house
    rectangle (160, 190, 390, 210);//roof-1
    rectangle (130, 210, 430, 230);//roof-2
    rectangle (170, 250, 220, 300);//left window
    rectangle (330, 250, 380, 300);//right window
    rectangle (250, 270, 300, 350);//door
    getch();
    closegraph();
}
```



LabExamAutumn 2020 || Set-E || (a)-2

```
#include <graphics.h>

int main()
{
    int gd = DETECT, gm;
    initgraph (&gd, &gm, " ");
    rectangle (240, 130, 300, 190);//water-tank
    line (260, 140, 260, 180);//|-2
    line (270, 140, 270, 180);//|-2
    line (280, 140, 280, 180);//|-3
    rectangle (140, 190, 420, 200);//roof-1
    rectangle (160, 200, 400, 230);//roof-2
    line (260, 215, 280, 215);//-
    line (160, 230, 160, 350);//house-left
    line (400, 230, 400, 350);//house-right
    rectangle (270, 230, 400, 300);//floor
    line (330, 265, 350, 265);//-
    line (240, 230, 240, 290);//|
    getch();
    closegraph();
}
```