#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main()

{

int gd= DETECT,gm;

float ph;

clrscr();

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

rectangle(300,30,560,80);

line(350,30,350,80);

line(400,30,400,80);

line(450,30,450,80);

line(500,30,500,80);

setfillstyle(SOLID\_FILL,RED);

floodfill(305,32,WHITE);

setfillstyle(SOLID\_FILL,12);

floodfill(355,32,WHITE);

setfillstyle(SOLID\_FILL,02);

floodfill(405,32,WHITE);

setfillstyle(SOLID\_FILL,01);

floodfill(455,32,WHITE);

setfillstyle(SOLID\_FILL,CYAN);

floodfill(505,32,WHITE);

outtextxy(310,55,"<3");

outtextxy(360,55,"3-6");

outtextxy(410,55,"7");

outtextxy(460,55,"8-11");

outtextxy(510,55,"12-14");

outtextxy(360,20,"$$ pH range $$");

outtextxy(300,90,"Acidic nature decreases-->>");

printf("WELCOME TO UNIVERSAL pH FINDER\n\n");

printf("Find the nature of pH value!\n");

printf("\n\nENTER a pH value;) \n");

scanf("\n%f",&ph);

printf("\n\n\n\n");

rectangle(10,200,270,260);

line(60,200,60,260);

line(110,200,110,260);

line(160,200,160,260);

line(210,200,210,260);

outtextxy(20,230,"<3");

outtextxy(70,230,"3-6");

outtextxy(120,230,"7");

outtextxy(170,230,"8-11");

outtextxy(220,230,"11-14");

if(ph < 3)

{

printf("The substance is Strong acidic in nature.");

setfillstyle(SOLID\_FILL,RED);

floodfill(12,230,WHITE);

}

else if(ph>=3 && ph<=6)

{

printf("The substance is Weak acidic in nature.");

setfillstyle(SOLID\_FILL,12);

floodfill(62,230,WHITE);

}

else if(ph==7)

{

printf("THe substance is Neutral in nature.");

setfillstyle(SOLID\_FILL,02);

floodfill(112,230,WHITE);

}

else if(ph>=8 && ph<=11)

{

printf("The substance is Weak basic in nature.");

setfillstyle(SOLID\_FILL,01);

floodfill(165,230,WHITE);

}

else if(ph>=12 && ph<=14)

{

printf("THe substance is Strong basic in nature.");

setfillstyle(SOLID\_FILL,CYAN);

floodfill(212,230,WHITE);

}

else

{

printf("Enter appropriate value(1-14)");

}

getch();

return 0;

}



