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#include<conio.h>
#include<iostream.h>
#include<graphics.h>
#include<stdlib.h>
#include<dos.h>
void main(){
    int gd=DETECT,gm;
    initgraph(&gd,&gm,"C:\\\\TurboC3\\\\BGI");
    int xmov,x,y;

    //xmov=10;
    for(xmov=1;xmov<200;xmov=xmov+5)
    {
        line(0,400,639,400);
        circle(30+xmov,280,20); //head
        line(30+xmov,300,30+xmov,350); //body
        line(30+xmov,330,70+xmov,330); //hand
        if(xmov%2==0)
        {

            line(30+xmov,350,25+xmov,400); //left leg
            line(30+xmov,350,10+xmov,400); //right leg
        }
        else
        {
            line(30+xmov,350,25+xmov,400);
            delay(25);
        }
        line(70+xmov,250,70+xmov,330); //umbrella
        pieslice(80+xmov,250,180,0,80);
        for(int i=0;i<=300;i++)
        {
            x=random(800);
            y=random(800);
            outtextxy(x,y,"/");
        }
    }
}

```

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        }  
        delay(600);  
        cleardevice();  
    }  
    getch();  
    closegraph();  
  
}
```