/*

Title: - Write C++ program to generate Bouncing ball. Apply the concept of polymorphism.

 Roll No:-

Class:-SE Computer

Sub:-OOPL & CGL

Date:-
***/

Program-

```cpp
#include <iostream>
#include <cstdlib>
#include <graphics.h>
using namespace std;
int main()
{
        int gd = DETECT, gm;
        int i, x, y, flag=0;
        initgraph(&gd, &gm,NULL);

/* get mid positions in x and y-axis */
x = getmaxx()/2;
y = 30;
while (1)
{
 if(y >= getmaxy()-30 || y <= 30)
   flag = !flag;
   /* draws the gray board */
   setcolor(RED);
   //setfillstyle(SOLID_FILL, RED);
   circle(x, y, 30);
   floodfill(x, y, RED);

        /* delay for 50 milli seconds */
        delay(50);

        /* clears screen */
        cleardevice();
        if(flag)
        {
                y = y + 5;
        }
        else
        {
```

```
            y = y - 5;
        }
    }
    delay(5000);
    closegraph();
    return 0;
}
```
/*Output:-