

2. Solve the following

a. Divide your screen into four region, draw circle, rectangle, ellipse and half ellipse in each region with appropriate message.

b. Draw a simple hut on the screen.

a. Divide your screen into four region, draw circle, rectangle, ellipse and half ellipse in each region with appropriate message.

Solution:-

```
#include <stdio.h>
#include <graphics.h>
#include <conio.h>
void main()
{
    int gd=DETECT,gm,midx,midy;
    initgraph(&gd,&gm,"C:\\TC\\BGI");
    int xmax, ymax;
    setcolor(getmaxx());
    xmax = getmaxx();
    ymax = getmaxy();
    line(xmax/2,0,xmax/2,ymax);
```

```
line(0,ymax/2,xmax,ymax/2);
circle(170,125,100); outtextxy(170,125,"circle");
rectangle(58,251,304,392); outtextxy(160,300,"Rectangle");
arc(500,150,45,135,100); outtextxy(500,150,"semi circle");
ellipse(500,300,0,360,75,25); outtextxy(500,300,"ellipse");
getch();
closegraph();
}
```

b. Draw a simple hut on the screen.

Solution:-

```
#include <stdio.h>
#include <graphics.h>
#include <conio.h>
void main()
{
int gd=DETECT,gm,midx,midy;
initgraph(&gd,&gm,"C:\\TC\\BGI");
setcolor(WHITE);
```

```
//Draw hut
```

```
rectangle(150,180,250,300); rectangle(250,180,420,300);  
    rectangle(180,250,220,300); line(200,100,150,180);  
    line(200,100,250,180); line(200,100,370,100);  
    line(370,100,420,180);
```

```
//Fill Color
```

```
    setfillstyle(SOLID_FILL,RED); floodfill(152,182,WHITE);  
    floodfill(252,182,WHITE); setfillstyle(SLASH_FILL,BLUE);  
    floodfill(182,252,WHITE);  
setfillstyle(HATCH_FILL,BROWN);  
    floodfill(200,105,WHITE); floodfill(210,105,WHITE);  
getch();  
closegraph();  
}
```