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***REG NO- 13BIT0269***

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**PROGRAM FOR Smiley Face**

#include <graphics.h>

int main( )

{

initwindow(400, 300);

circle(200, 100, 60);

circle(230,80,10);

circle(170,80,10);

rectangle(180,120,220,130);

rectangle(200,90,200,110);

while (!kbhit( ))

{

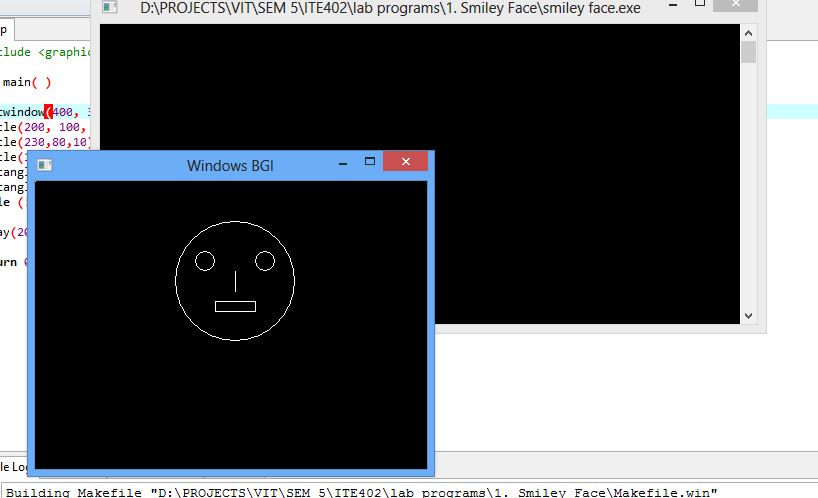
delay(200);

}

return 0;

}

***SCREEN OUTPUT:***

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