#include<graphics.h>

#include<stdio.h>

int main()

{

int gd=DETECT,gm;

int x;

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

setbkcolor(WHITE);

for(x=0;x<=420;x=x+10)

{

cleardevice();

setcolor(RED);

setfillstyle(1,BLUE);

rectangle(50+x,100,150+x,200);

rectangle(150+x,150,200+x,200);

setcolor(5);

circle(75+x,210,10);

circle(175+x,210,10);

delay(100);

}

getch();

closegraph();

return 0;

}