CODE:

```cpp
#include<graphics.h>
#include<iostream>
using namespace std;
class rocket
{
	public:
		void fly()
		{
	for(int i=0;i<=800;i++)
	{
		setcolor(WHITE);
		rectangle(500,400-i,660,670-i);
		line(500,400-i,580,250-i);
		line(660,400-i,580,250-i);


		line(500,550-i,400,650-i);
		line(660,550-i,760,650-i);
		circle(580,450,30-i);
		circle(580,450-i,30);


		line(500,650-i,400,650-i);
		line(660,650-i,760,650-i);


		line(500,655-i,660,655-i);


		setcolor(YELLOW);
		line(510,750-i,510,670-i);
		line(520,750-i,520,670-i);
		line(530,750-i,530,670-i);
```

```cpp
                line(540,750-i,540,670-i);

                line(550,750-i,550,670-i);

                line(560,750-i,560,670-i);

                line(570,750-i,570,670-i);

                line(580,750-i,580,670-i);

                line(590,750-i,590,670-i);

                line(600,750-i,600,670-i);

                line(610,750-i,610,670-i);

                line(620,750-i,620,670-i);

                line(630,750-i,630,670-i);

                line(640,750-i,640,670-i);

                line(650,750-i,650,670-i);

                delay(10);

        cleardevice();

        }

}


};
int main()
{

        initwindow(1300,750);

        rocket ob;

        ob.fly();

}
```