#include #include #include void main() { int i,j,k,x,y; int gd=DETECT,gm;//DETECT is macro defined in graphics.h /\* ch1 ch2 ch3 ch4 are character arrays that display alphabets \*/ int ch1[][10]={ {1,1,1,1,1,1,1,1,1,1}, {1,1,1,1,1,1,1,1,1,1}, {0,0,0,0,1,1,0,0,0,0}, {0,0,0,0,1,1,0,0,0,0}, {0,0,0,0,1,1,0,0,0,0}, {0,0,0,0,1,1,0,0,0,0}, {0,0,0,0,1,1,0,0,0,0}, {0,1,1,0,1,1,0,0,0,0}, {0,1,1,0,1,1,0,0,0,0}, {0,0,1,1,1,0,0,0,0,0}}; int ch2[][10]={ {0,0,0,1,1,1,1,0,0,0}, {0,0,1,1,1,1,1,1,0,0}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {0,0,1,1,1,1,1,1,0,0}, {0,0,0,1,1,1,1,0,0,0}}; int ch3[][10]={ {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,1,1,1,1,1,1,1,1}, {1,1,1,1,1,1,1,1,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}, {1,1,0,0,0,0,0,0,1,1}}; int ch4[][10]={ {1,1,0,0,0,0,0,0,1,1}, {1,1,1,1,0,0,0,0,1,1}, {1,1,0,1,1,0,0,0,1,1}, {1,1,0,1,1,0,0,0,1,1}, {1,1,0,0,1,1,0,0,1,1}, {1,1,0,0,1,1,0,0,1,1}, {1,1,0,0,0,1,1,0,1,1}, {1,1,0,0,0,1,1,0,1,1}, {1,1,0,0,0,0,1,1,1,1}, {1,1,0,0,0,0,0,0,1,1}}; initgraph(&gd,&gm,"D:\\TC\\BGI");//initialize graphic mode setbkcolor(LIGHTGRAY);//set color of background to darkgray for(k=0;k<4;k++) { for(i=0;i<10;i++) { for(j=0;j<10;j++) { if(k==0) { if(ch1[i][j]==1) putpixel(j+250,i+230,RED); } if(k==1) { if(ch2[i][j]==1) putpixel(j+300,i+230,RED); } if(k==2) { if(ch3[i][j]==1) putpixel(j+350,i+230,RED); } if(k==3) { if(ch4[i][j]==1) putpixel(j+400,i+230,RED); } } delay(200); } } getch(); closegraph(); }