

Assignment-2

1. Explore different functions of graphics.h library.
2. Write a program for the simulation of following functions:
initGraphics, arc, bar, circle, line, rectangle, ellipse, outtext, outtextxy, cleardevice, closegraph, drawpoly, ellipse, fillpoly, fillArc, fillRect, setFont, getFont, getarccoords, getbkcolor, getColor, setColor, pause, waitForClick, settextstyle, setlinestyle, setfillstyle, pieslice.
3. Write a program to design a car using pre-defined functions of graphics.h.
4. Write a program to design a smiley face using graphics.h functions.
5. Write a program to create circles inside various circles using graphics.h functions.
6. Write a program to design traffic signal using graphics.h functions.