**\* Some Basics of Graphic.h Library and included Functions. \***

C++ graphics using graphics.h functions or WinBGIM can be used to draw different shapes, display text in different fonts, change colours and many more. Using functions of graphics.h in Turbo C compiler you can make graphics programs, animations, projects, and games. You can draw circles, lines, rectangles, bars and many other geometrical figures. You can change their colours using the available functions and fill them. Following is a list of functions of graphics.h header file.

**1) Getpixel** 🡪

getpixel function returns the colour of pixel present at location(x,y).

***Declaration: int getpixel(int x, int y) ;***

**2) Putpixels** 🡪

putpixel function plots a pixel at location (x,y) of specified color.

***Declaration: void putpixel(int x, int y, int color);***

**3) Circle** 🡪

putpixel function plots a pixel at location (x, y) of specified color.

***Declaration: void putpixel(int x, int y, int color);***

**4) Line** 🡪

line function is used to draw a line from a point(x1,y1) to point(x2,y2) i.e. (x1,y1) and (x2,y2) are end points of the line.The code given below draws a line.

***Declaration: void line(int x1, int y1, int x2, int y2);***

**INITGRAPH Function** 🡺

Syntax

***#include <graphics.h>***

***void initgraph(int \*graphdriver, int \*graphmode, char \*pathtodriver);***

initgraph initializes the graphics system by loading a graphics driver from disk (or validating a registered driver), and putting the system into graphics mode.

To start the graphics system, first call the initgraph function. initgraph loads the graphics driver and puts the system into graphics mode. You can tell initgraph to use a particular graphics driver and mode, or to autodetect the attached video adapter at run time and pick the corresponding driver.

If you tell initgraph to autodetect, it calls detectgraph to select a graphics driver and mode. initgraph also resets all graphics settings to their defaults (current position, palette, color, viewport, and so on) and resets graphresult to 0.