**PROGRAM:**

#14. PRATHMESH BHOSALE

#include<math.h>

#include<iostream>

#include<stdlib.h>

#include<graphics.h>

#include<unistd.h> //header file for usleep function

using namespace std;

int x1=300,y11=180,x,y;

void display(double i){

circle(300,130,50);

line(210,60,210,320);

line(210,60,390,60);

line(390,60,390,320);

line(210,320,390,320);

outtextxy(295,88,"12");

outtextxy(260,130,"9");

outtextxy(340,130,"3");

outtextxy(295,168,"6");

line(300,130,300,98);

line(300,98,297,101);

line(300,98,303,101);

line(337,130,300,130);

line(337,130,334,127);

line(337,130,334,133);

x=x1+95\*cos(i);

y=y11+95\*sin(i);

line(x1,y11,x,y);

circle(x,y,10);

usleep(15000); //delay function and time specified in miliseconds

cleardevice();

}

int main(){

int gd=DETECT,gm,j=50;

char ch;

double i;

initgraph(&gd,&gm,NULL);

do {

for(i=2;i>1;i=i-0.01)

display(i);

for(i=1;i<2;i=i+0.01)

display(i);

j--;

}while(j!=0);

}

**OUTPUT:**

Shape

Description automatically generated