**PROGRAM:**

#14. PRATHMESH BHOSALE

#include<iostream>

#include<graphics.h>

#include<stdlib.h>

using namespace std;

class walkingman{

int rhx,rhy;

public:

void draw(int,int);

void draw(int);

};

void walkingman::draw(int i){

line(20,380,580,380);

if(i%2){

line(25+i,380,35+i,340);

line(45+i,380,35+i,340);

line(35+i,310,25+i,330);

delay(20);

}

else{

line(35+i,340,35+i,310);

line(35+i,310,40+i,330);

delay(20);

}

line(35+i,340,35+i,310);

circle(35+i,300,10);

line(35+i,310,50+i,330);

line(50+i,330,50+i,280);

line(15+i,280,85+i,280);

arc(50+i,280,0,180,35);

arc(55+i,330,180,360,5);

}

void walkingman::draw(int x,int y){

int j;

rhx=x;

rhy=y;

for

(j=0;j<100;j++){

outtextxy(rand()%rhx,rand()%(rhy-50),"|");

setcolor(WHITE);

}

}

int main(){

int gd=DETECT,gm;

int rhx,rhy,j,i;

walkingman obj;

initgraph(&gd,&gm,"");

for(i=0;i<500;i++){

obj.draw(i);

rhx=getmaxx();

rhy=getmaxy();

obj.draw(rhx,rhy);

delay(150);

cleardevice();

}

getch();

}

**OUTPUT:**

