WinBGI Documentary

Graphics.h

# 0. Preparation

Include the library

#include <graphics.h>

# 1. Init Windows (Create a BGI Windows):

initwindow(W, H);

# 2. Line

Make a line from (x1,y1) to (x2,y2)

(x2, y2)

(x1, y1)

line(x1,y1,x2,y2)

# 3. Rectangle

Make a rectangle

(x1, y1)

(x2, y2)

rectangle(x1,y1,x2,y2)

# 4. SetFillStyle

Setfillstyle function sets the current fill pattern and fill color.

**enum** fill\_styles

{

EMPTY\_FILL, //0

SOLID\_FILL, //1

LINE\_FILL, //2

LTSLASH\_FILL,

SLASH\_FILL,

BKSLASH\_FILL,

LTBKSLASH\_FILL,

HATCH\_FILL,

XHATCH\_FILL,

INTERLEAVE\_FILL,

WIDE\_DOT\_FILL,

CLOSE\_DOT\_FILL,

USER\_FILL

};

setfillstyle(XHATCH\_FILL, RED);