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COURSE- BCA

ROLL NO- 2092027

SUBJECT- Computer graphics lab

PRACTICLE-1

**OBJECTIVE-** DRAW A SMILEY FACE THOUGH GRAPHICS

**SYNTAX :-**

#include <graphics.h>

int main()

{

int gr = DETECT, gm;

initgraph(&gr, &gm, "C:\\Turboc3\\BGI");

setcolor(YELLOW);

circle(300, 100, 40);

setfillstyle(SOLID\_FILL, YELLOW);

floodfill(300, 100, YELLOW);

setcolor(BLACK);

setfillstyle(SOLID\_FILL, BLACK);

fillellipse(310, 85, 2, 6);

fillellipse(290, 85, 2, 6);

ellipse(300, 100, 205, 335, 20, 9);

ellipse(300, 100, 205, 335, 20, 10);

ellipse(300, 100, 205, 335, 20, 11);

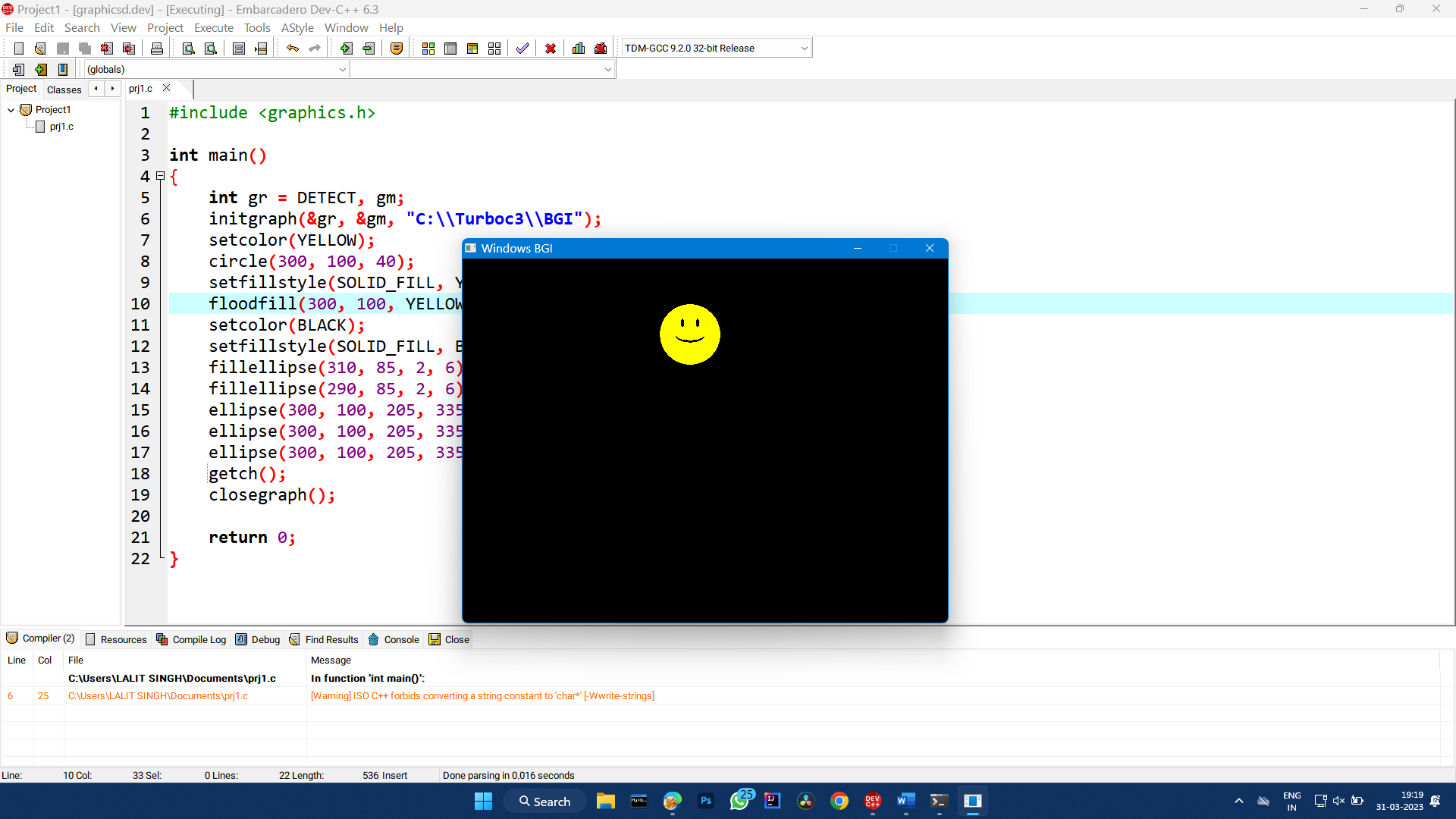
getch();

closegraph();

return 0;

}}

**OUTPUT:**

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