NAME- Lalit singh

COURSE- BCA

ROLL NO- 2092027

SUBJECT- Computer graphics lab

PRACTICLE-2

**OBJECTIVE-** To divide your screen into four region, draw circle, rectangle, ellipse ,square.

**SYNTAX :-**

#include<conio.h>

#include<graphics.h>

#include<stdio.h>

int main()

{

int gdriver = DETECT, gmode;

int xmax,ymax;

initgraph(&gdriver, &gmode,"c:\\turboc3\\bgi");

xmax = getmaxx();

ymax = getmaxy();

line(xmax/2,0,xmax/2,ymax);

line(0,ymax/2,xmax,ymax/2);

outtextxy (xmax/2,ymax/2,"(0,0)");

setcolor(GREEN);

setfillstyle(HATCH\_FILL,RED);

circle(170,125,100);

outtextxy (160,135,"circle");

floodfill(170,125,GREEN);

setcolor(YELLOW);

setfillstyle(2,RED);

rectangle(58,251,304,392);

outtextxy (70,300,"Rectangle");

floodfill(70,351,YELLOW);

setcolor(BLUE);

setfillstyle(3,RED);

rectangle(400,50,500,150);

outtextxy (450,70,"square");

floodfill(450,80,BLUE);

setcolor(RED);

setfillstyle(4,RED);

ellipse(500,300,0,360,75,25);

outtextxy (500,300,"ellipse");

floodfill(500,300,RED);

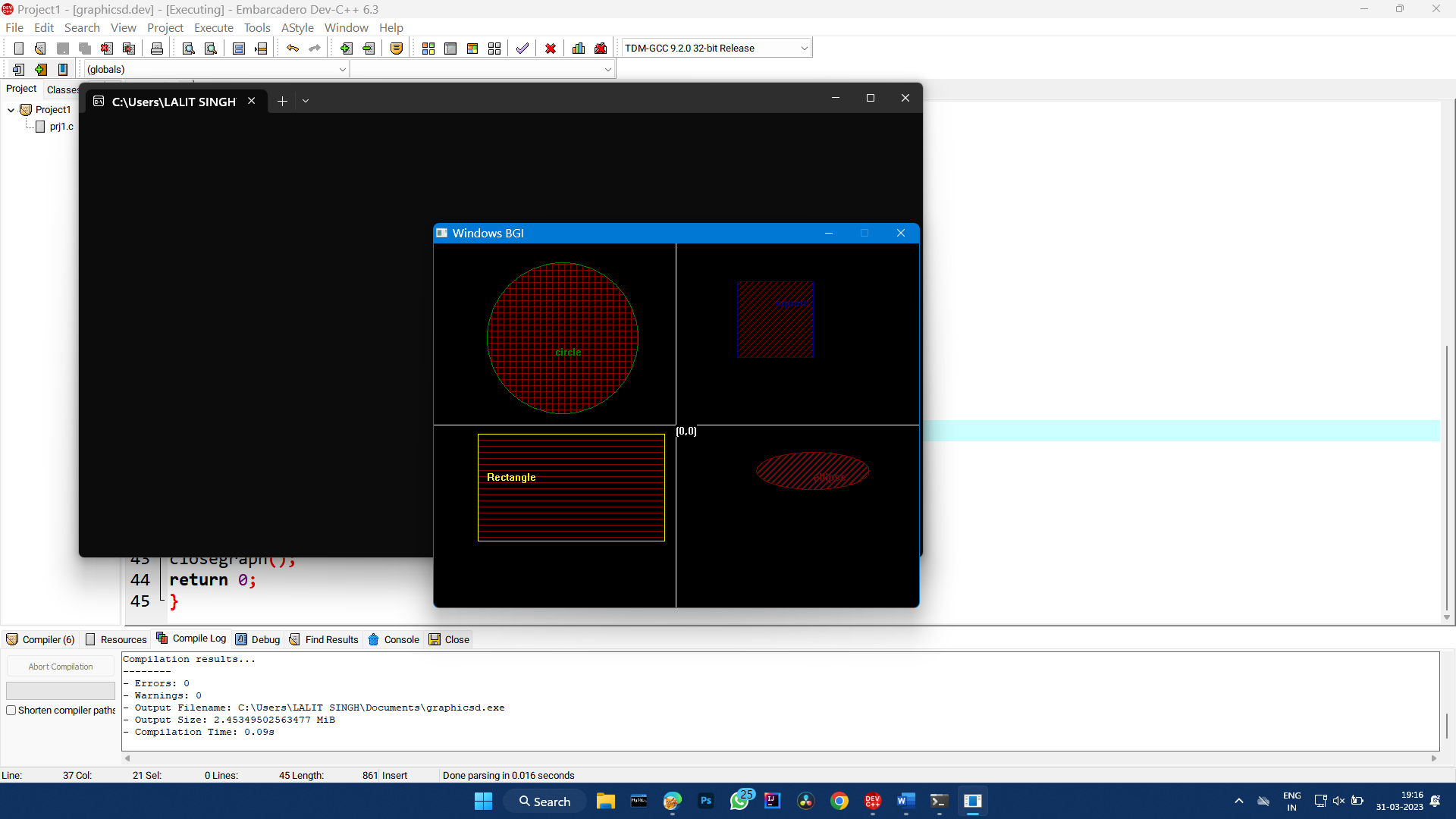
getch();

closegraph();

return 0;

}

**OUTPUT:**

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