**Practical-2**

Computer Graphics and Multimedia

1. Write a program to draw various shapes using graphics.h.

#include <graphics.h>

#include <conio.h>

#include <stdio.h>

int main()

{

int gdriver = DETECT, gm;

initgraph(&gdriver, &gm, "C:\\TC\\BGI");

line(40,14,150,50);

rectangle(300,400,200,100);

circle(120,350,37);

arc(156,464,180,0,40);

getch();

closegraph();

return 0;

}

