**Practical-3**

Computer Graphics and Multimedia

1. Write a program to draw a house by using various shapes.

#include <conio.h>

#include <graphics.h>

#include <stdio.h>

void main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "c:\\tc\\bgi");

line(100, 100, 150, 50);

line(150, 50, 200, 100);

line(150, 50, 350, 50);

line(350, 50, 400, 100);

rectangle(100, 100, 200, 200);

rectangle(200, 100, 400, 200);

rectangle(130, 130, 170, 200);

rectangle(250, 120, 350, 180);

getch();

closegraph();

}

