**Practical-4**

Computer Graphics and Multimedia

1. Write a program to draw moving car.

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gm,gd=DETECT;

int i= 0;

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

while(i<=800)

{

line(0,300,800,300); // Path

//Body of the car

line(50+i,220,100+i,220);

line(50+i,220,30+i,250);

line(100+i,220,120+i,250);

rectangle(0+i,250,160+i,270);

// Tyres of the car

circle(30+i,285,12);

circle(130+i,285,12);

if(i>=800)

{

break;

}

i=i+2;

clearviewport(); // clearing image which would make illusion of moving car

}

getch();

closegraph();

}

