**Practical-5**

Computer Graphics and Multimedia

1. Write a program to draw bouncing ball.

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void main() {

int gd = DETECT, gm = DETECT;

int x, y = 0, j, t = 400, c = 1;

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

setcolor(RED);

setfillstyle(SOLID\_FILL, RED);

for (x = 40; x < 602; x++) {

cleardevice();

circle(x, y, 30);

floodfill(x, y, RED);

delay(40);

if (y >= 400) {

c = 0;

t -= 20;

}

if (y <= (400 - t))

c = 1;

y = y + (c ? 15 : -15);

}

getch();

}

