**Practical-7**

**Computer Graphics and Multimedia**

1. Write a program to draw flying kite.

#include<stdio.h>

#include<time.h>

#include<conio.h>

#include<graphics.h>

#include<stdlib.h>

#include<dos.h>

void main()

{

int gd=DETECT,gm;

int x=10,y=480;

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

while(!kbhit())

{

cleardevice();

if(y==0)

{

y=random(480);

x=random(640);

}

else

{

y=y-1;

x=x+1;

line(x-50,y,x,y-70);

line(x,y-70,x+50,y);

line(x+50,y,x,y+70);

line(x,y+70,x-50,y);

line(x,y-70,x,y+70);

line(x,y+70,x+10,y+140);

line(x,y+70,x-10,y+140);

line(x-50,y,x+50,y);

line(x,y,x+130,y+640);

}

delay(20);

}

closegraph();

restorecrtmode();

}

