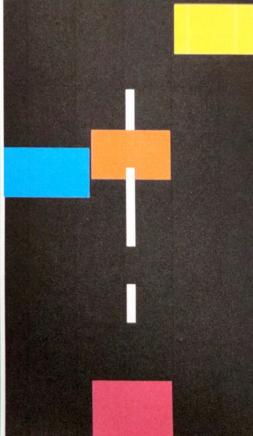
Game Using C Language

graphics.h time.h dos.h



setfillstyle() LEVEL-1