#include<iostream>

using namespace std;

#include"msoftcon.h"

class circle

{

protected:

int xco;

int yco;

int radius;

color fillcolor;

fstyle fillstyle;

public:

void set( int x,int y,int r,color fc,fstyle fs)

{

xco=x;

yco=y;

radius=r;

fillcolor=fc;

fillstyle=fs;

}

void draw()

{

set\_color(fillcolor);

set\_fill\_style(fillstyle);

draw\_circle(xco,yco,radius);

}

};

int main()

{

init\_graphics();

circle c1;

circle c2;

circle c3;

c1.set(15,7,5,cBLUE,X\_FILL);

c2.set(41,12,5,cRED,O\_FILL);

c3.set(65,18,4,cGREEN,MEDIUM\_FILL);

c1.draw();

c2.draw();

c3.draw();

set\_cursor\_pos(1,25);

getchar();

getchar();

return 0;

}