#include<iostream>

#include"msoftcon.h"

using namespace std;

class shape

{

protected:

int Xco;

int Yco;

color fillcolor;

fstyle fillstyle;

public:

shape():Xco(0),Yco(0),fillcolor(cWHITE),fillstyle(SOLID\_FILL)

{ }

shape(int x,int y,color fc,fstyle fs):Xco(x),Yco(y),fillcolor(fc),fillstyle(fs)

{ }

void draw()

{

set\_color(fillcolor);

set\_fill\_style(fillstyle);

}

};

///////////////////////////////////////////

class circle:public shape

{

private:

int radius;

public:

circle():shape()

{ }

circle(int x,int y,int r,color fc,fstyle fs): shape(x,y,fc,fs),radius(r)

{ }

void draw()

{

shape::draw();

draw\_circle(Xco,Yco,radius);

}

};

/////////////////////////////////////////////////

class rect:public shape

{

private:

int hight;

int width;

public:

rect():shape(),hight(0),width(0)

{ }

rect(int x,int y,int h,int w,color fc,fstyle fs):shape(x,y,fc,fs),hight(h),width(w)

{ }

void draw()

{

shape::draw();

draw\_rectangle(Xco,Yco,Xco+width,Yco+hight);

set\_color(cWHITE);

draw\_line(Xco,Yco,Xco+width,Yco+hight);

}

};

/////////////////////////////////////////////

class tria:public shape

{

private:

int hight;

public:

tria():shape(),hight(0)

{ }

tria(int x,int y,int h,color fc,fstyle fs):shape(x,y,fc,fs),hight(h)

{ }

void draw()

{

shape::draw();

draw\_pyramid(Xco,Yco,hight);

}

};

////////////////////////////////////

int main()

{

init\_graphics();

circle cir(40,12,5,cBLUE,X\_FILL);

rect rect(12,7,10,15,cRED,SOLID\_FILL);

tria tri(60,7,11,cGREEN,MEDIUM\_FILL);

cir.draw();

rect.draw();

tri.draw();

set\_cursor\_pos(1,25);

getchar();

getchar();

return 0;

}