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/*
    THE FADED SHOOTING STARS
*/

#include<graphics.h>
#include<windows.h>
#include<conio.h>
#include<process.h>
DWORD width,height;
inline void initiateWindow()
{
    width = GetSystemMetrics(SM_CXSCREEN);
    height = GetSystemMetrics(SM_CYSCREEN);
    initwindow(width,height,"SCREEN SAVER");
}
void graphics()
{
    int turn=1;
    //get the cursor positions
    POINT cursorPosition;
    GetCursorPos(&cursorPosition);
    int mx = cursorPosition.x;
    int my = cursorPosition.y;
    //initialise the x and y with center
    int x=getmaxx()/2,y=getmaxy()/2;
    while(!kbhit())
    {
        //if there's a mouse movement
        //then exit like a screen saver
        GetCursorPos(&cursorPosition);
        if(mx!=cursorPosition.x&&my!=cursorPosition.y)
            exit(0);
        //generate random coordinates for x and y to fill the whole screen with black color
        int px = rand()%width+1;
        int py = rand()%height+1;
        setcolor(BLACK);
        rectangle(px,py,20,20);
        //change the color according to the random turn generated.
        switch(turn)
        {
```

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        case 1:
                setcolor(GREEN);
                circle(x--,y--,4);
                break;
        case 2:
                setcolor(WHITE);
                circle(x++,y++,4);
                break;
        case 3:
                setcolor(CYAN);
                circle(x++,y++,4);
                break;
        case 4:
                setcolor(RED);
                circle(x++,y--,4);
                break;
        case 5:
                setcolor(YELLOW);
                circle(x--,y++,5);
                break;
        case 6:
                setcolor(MAGENTA);
                circle(x++,y--,5);
                break;
        case 7:
                setcolor(LIGHTGRAY);
                circle(x--,y++,4);
                break;
        case 8:
                setcolor(DARKGRAY);
                circle(x++,y--,4);
                break;
        case 9:
                setcolor(BROWN);
                circle(x--,y--,4);
                break;
}
//if the pixel is out of the screen
if(y==height||x==width||x==0||y==0)
{
        y=rand()%height+1;
```

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                x=rand()%width+1;
                turn = rand()%8+1;
            }
        }
}
int main(){
        initiateWindow();
        graphics();
        return 0;
        closegraph();
}
```