SETUP TO RUN THE PROGRAMS

CODE EDITOR USED

DEV CPP.

FILES TO INCLUDE BEFORE RUNNING THE PROGRAMS

1. graphics.h
2. WinBgim.H
3. libbgi.a
4. 6-ConsoleAppGraphics.template

DOWNLOAD LINK

https://drive.google.com/file/d/14BLoBy0PA_A7_gdgO6UWiLEzrMPr7Hua/view

STEPS TO INCLUDE THE FILE

1. Copy the graphics.h and winbgim.h and paste it in the devcpp path as follows:

   C:\Program Files (x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\include

2. Copy the 6-ConsoleAppGraphics.template and paste it in the devcpp path as follows:

   C:\Program Files (x86)\Dev-Cpp\Templates

3. Copy the libbgi.a and paste it in the devcpp path as follows:

   C:\Program Files (x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\lib

NOTE : Run the programs in 32 bit release.

HOW TO BEGIN WITH THE PROGRAMS

1. Create a new project as a GraphicsConsoleProgram in c++.
2. Change the compiler to 32 bit release in the top right corner instead of 64 bit release.
3. Copy the code of the main.cpp and run it.