

```

#include <stdio.h>

#include <conio.h>

#include <graphics.h>

int main()
{
    int i,j,k,x,y;

    int gd=DETECT,gm;//DETECT is macro defined in graphics.h


    int ch1[][10]={ {1,1,1,1,1,1,1,1,1,1},
                    {1,1,1,1,1,1,1,1,1,1},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,1,1,0,1,1,0,0,0,0},
                    {0,1,1,0,1,1,0,0,0,0},
                    {0,0,1,1,1,0,0,0,0,0}};

    int ch2[][10]={ {0,0,0,1,1,1,1,0,0,0},
                    {0,0,1,1,1,1,1,0,0,0},
                    {1,1,0,0,0,0,0,0,1,1},
                    {1,1,0,0,0,0,0,0,1,1},
                    {1,1,0,0,0,0,0,0,1,1},
                    {1,1,0,0,0,0,0,0,1,1},
                    {1,1,0,0,0,0,0,0,1,1},
                    {1,1,0,0,0,0,0,0,1,1},
                    {0,0,1,1,1,1,1,0,0,0},
                    {0,0,0,1,1,1,1,0,0,0}};

    int ch3[][10]={ {1,1,0,0,0,0,0,0,1,1},
                    {1,1,0,0,0,0,0,0,1,1},
                    {1,1,0,0,0,0,0,0,1,1},

```

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        {1,1,0,0,0,0,0,0,1,1},
        {1,1,1,1,1,1,1,1,1,1},
        {1,1,1,1,1,1,1,1,1,1},
        {1,1,0,0,0,0,0,0,1,1},
        {1,1,0,0,0,0,0,0,1,1},
        {1,1,0,0,0,0,0,0,1,1},
        {1,1,0,0,0,0,0,0,1,1}};
int ch4[][10]={ {1,1,0,0,0,0,0,0,1,1},
        {1,1,1,1,0,0,0,0,1,1},
        {1,1,0,1,1,0,0,0,1,1},
        {1,1,0,1,1,0,0,0,1,1},
        {1,1,0,0,1,1,0,0,1,1},
        {1,1,0,0,1,1,0,0,1,1},
        {1,1,0,0,0,1,1,0,1,1},
        {1,1,0,0,0,1,1,0,1,1},
        {1,1,0,0,0,0,1,1,1,1},
        {1,1,0,0,0,0,0,0,1,1}};

initgraph(&gd,&gm," ");//initialize graphic mode
setbkcolor(LIGHTGRAY);//set color of background to darkgray
for(k=0;k<4;k++)
{
    for(i=0;i<10;i++)
    {
        for(j=0;j<10;j++)
        {
            if(k==0)
            {
                if(ch1[i][j]==1)
                    putpixel(j+250,i+230,RED);
            }
            if(k==1)

```

```
{  
    if(ch2[i][j]==1)  
        putpixel(j+300,i+230,RED);  
}  
if(k==2)  
{  
    if(ch3[i][j]==1)  
        putpixel(j+350,i+230,RED);  
}  
if(k==3)  
{  
    if(ch4[i][j]==1)  
        putpixel(j+400,i+230,RED);  
}  
}  
delay(200);  
}  
}  
getch();  
closegraph();  
}
```

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