OEP

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main()

{

int i, j = 0, gd = DETECT, gm;

clrscr();

initgraph(&gd,&gm,"");

setviewport(0,0,639,440,1);

for( i = 0 ; i <= 420 ; i = i + 10, j++ )

{

setcolor(255);

rectangle(50+i,275,150+i,400);

rectangle(150+i,350,200+i,400);

circle(75+i,410,10);

circle(175+i,410,10);

//setcolor(j);

delay(100);

if( i == 420 )

break;

clearviewport();

}

closegraph();

return 0;

}

Output

