```c
//BITMAP

#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

    /* ch1 ch2 ch3 ch4 are character arrays that display alphabets */

    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},

                    {0,0,1,1,1,1,1,1,0,0},

                    {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},
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                                {1,1,0,0,0,0,0,0,1,1},

                                {1,1,0,0,0,0,0,0,1,1},

                                {0,0,1,1,1,1,1,1,0,0},

                                {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},

                                {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,"C:\\TURBOC3\\BGI ");//initialize graphic mode
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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)
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                putpixel(j+400,i+230,RED);

            }

        }

        delay(200);

    }

}

getch();

closegraph();

}
```

OUTPUT:-