

```
#include<graphics.h>
```

```
#include<dos.h>
```

```
#include<conio.h>
```

```
void main()
```

```
{
```

```
clrscr();
```

```
int gd=DETECT,gm;
```

```
initgraph(&gd,&gm,"c://TURBOC3//BGI");
```

```
for (int i=0;i<500;i++)
```

```
{
```

```
setcolor(GREEN);
```

```
line(0,199,200,100);
```

```
arc(220,157,49,118,60);
```

```
line(259,112,460,300);
```

```
line(353,200,600,60);
```

```
arc(625,115,49,118,60);
```

```
//Sun
```

```
setcolor(YELLOW);
```

```
arc(356,200,33,139,40);
```

```
line(327,169,300,140);
```

```
line(335,165,322,148);
```

```
line(345,162,327,129);

line(355,160,348,137);

line(365,161,367,124);

line(375,164,382,137);

line(381,168,410,134);

line(387,172,413,157);

setcolor(WHITE);

line(0,390,639,390); //ROAD

/**CAR BODY ***/

setcolor(BLUE);

line(50+i,370,90+i,370);

arc(110+i,370,0,180,20);

line(130+i,370,220+i,370);

arc(240+i,370,0,180,20);

line(260+i,370,300+i,370);

line(300+i,370,300+i,350);

line(300+i,350,240+i,330);

line(240+i,330,200+i,300);

line(200+i,300,110+i,300);

line(110+i,300,80+i,330);

line(80+i,330,50+i,340);

line(50+i,340,50+i,370);

/**CAR Windows***/

line(165+i,305,165+i,330);
```

```
line(165+i,330,230+i,330);
```

```
line(230+i,330,195+i,305);
```

```
line(195+i,305,165+i,305);
```

```
line(160+i,305,160+i,330);
```

```
line(160+i,330,95+i,330);
```

```
line(95+i,330,120+i,305);
```

```
line(120+i,305,160+i,305);
```

```
/**Wheels**/
```

```
circle(110+i,370,17);
```

```
circle(240+i,370,17);
```

```
delay(20);
```

```
cleardevice();
```

```
}
```

```
getch();
```

```
}
```