TO MOVE A FISH

```cpp
#include<graphics.h>

#include<iostream.h>

#include<conio.h>

#include<dos.h>

#include<stdlib.h>

void main()

{

int gd=DETECT,gm;

int x,y,r,c,mx,my;

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

cout<<"enter x, y ,c";

cin>>x>>y>>c;

mx=getmaxx();

my=getmaxy();

while(!kbhit())

{

if((x>=mx)||(y>=my))

{

while((x>0)||(y>0))

{

cleardevice();
```

```
setcolor(c);

ellipse(x,y,0,360,50,20);

circle(x-40,y-5,2);

line(x+50,y,x+80,y-30);

line(x+80,y-30,x+80,y+30);

line(x+80,y+30,x+50,y);

setfillstyle(1,0);

floodfill(x,y,c);

x=x-rand()%10;

y=y-rand()%10;

}

}

else

{

while((x<=mx)||(y<=my))

{

cleardevice();

setcolor(c);

ellipse(x,y,0,360,50,20);

circle(x-40,y-5,2);

line(x+50,y,x+80,y-30);

line(x+80,y-30,x+80,y+30);

line(x+80,y+30,x+50,y);
```

```
setfillstyle(1,0);

floodfill(x,y,c);

x=x+rand()%10;

y=y+rand()%10;

}

}


delay(200);

}

getch();

closegraph();

}
```