

TO MOVE PERSON HAVING BALLOON

```
#include<graphics.h>
#include<conio.h>
#include<iostream.h>
#include<DOS.h>
#include<stdlib.h>
#include<math.h>
void main()
{
    int gd=DETECT,gm;
    initgraph(&gd,&gm,"");
    int x,y,xm;
    cout<<"enter x,y";
    cin>>x>>y;
    xm=getmaxx();
    circle(x,y,50);
    ellipse(x-25,y-15,0,360,3,2);
    ellipse(x+25,y-15,0,360,3,2);
    line(x,y-10,x,y+10);
    arc(x,y+15,180,360,15);
    line(x,y+50,x,y+130);
    line(x,y+130,x-30,y+180);
    line(x-30,y+180,x-50,y+170);
    line(x,y+130,x+30,y+180);
    line(x+30,y+180,x+50,y+170);
    line(x,y+75,x+75,y+75);
```

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line(x+75,y+75,x+170,y-10);
ellipse(x+170,y-50,0,360,28,40);
while(!kbhit())
{
    if(x<=xm)
    {
        cleardevice();
        x=x+20;
        circle(x,y,50);
        ellipse(x-25,y-15,0,360,3,2);
        ellipse(x+25,y-15,0,360,3,2);
        line(x,y-10,x,y+10);
        arc(x,y+15,180,360,15);
        line(x,y+50,x,y+130);
        line(x,y+130,x-30,y+180);
        line(x-30,y+180,x-50,y+170);
        line(x,y+130,x+30,y+180);
        line(x+30,y+180,x+50,y+170);
        line(x,y+75,x+75,y+75);
        line(x+75,y+75,x+170,y-10);
        ellipse(x+170,y-50,0,360,28,40);
        delay(100);
    }
    else
    {
        do

```

```

{
    cleardevice();
    x=x-20;
    circle(x,y,50);
    ellipse(x-25,y-15,0,360,3,2);
    ellipse(x+25,y-15,0,360,3,2);
    line(x,y-10,x,y+10);
    arc(x,y+15,180,360,15);
    line(x,y+50,x,y+130);
    line(x,y+130,x-30,y+180);
    line(x-30,y+180,x-50,y+170);
    line(x,y+130,x+30,y+180);
    line(x+30,y+180,x+50,y+170);
    line(x,y+75,x+75,y+75);
    line(x+75,y+75,x+170,y-10);
    ellipse(x+170,y-50,0,360,28,40);
    delay(100);
}while(x!=0);
}
}
getch();
closegraph();
}

```