

## ROAD ANIMATION

```
#include<graphics.h>
#include<iostream.h>
#include<conio.h>
void main()
{
    int gd=DETECT, gm, c, d, e, f, g;
    clrscr();
    initgraph(&gd, &gm, " ");
    cout<<"enter 5 colours";
    cin>>c>>d>>e>>f>>g;
    setcolor(c);
    rectangle(100,100,300,150);
    setfillstyle(SOLID_FILL,d);
    floodfill(120,120,c);
    rectangle(100,150,300,200);
    setfillstyle(SOLID_FILL,e);
    floodfill(120,160,c);
    rectangle(100,200,300,250);
    line(100,250,100,475);
    setfillstyle(SOLID_FILL,f);
    floodfill(120,220,c);
    circle(200,175,20);
    setcolor(g);
```

```
    line(200,160,200,190);  
    line(180,175,220,175);  
    line(190,167,210,183);  
    line(190,183,210,167);  
    getch();  
    closegraph();  
}
```