

TO MAKE A FISH

```
#include<graphics.h>
#include<conio.h>
#include<iostream.h>
void main()
{
int gd = DETECT,gm;
initgraph(&gd,&gm,"");
ellipse(200,200,0,360,50,30);
line(250,200,280,170);
line(280,170,280,230);
line(280,230,250,200);
circle(160,190,3);
getch();
closegraph();
}
```