

CIRCLE CHANGING COLOUR AND DESIGN

```
#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 , r,c";
    cin>>x>>y>>r>>c;
    mx=getmaxx();
    my=getmaxy();
    while(!kbhit())
    {
        if((x>=mx)|| (y>=my))
        {
            while((x>0)|| (y>0))
            {
                cleardevice();
```

```
setcolor(c);  
circle(x,y,r);  
setfillstyle(rand()%11,rand()%16);  
floodfill(x,y,c);  
x=x-rand()%10;  
y=y-rand()%10;  
}  
}  
else  
{  
while((x<=mx)||(y<=my))  
{  
cleardevice();  
setcolor(c);  
circle(x,y,r);  
setfillstyle(rand()%11,rand()%16);  
floodfill(x,y,c);  
x=x+rand()%10;  
y=y+rand()%10;  
}  
}
```

```
delay(10);
```

```
}  
getch();  
closegraph();  
}
```