

TO MAKE A KITE

```
#include<graphics.h>
```

```
#include<conio.h>
```

```
#include<iostream.h>
```

```
void main()
```

```
{
```

```
int a,b,gd=DETECT,gm,i;
```

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

```
line(100,100,50,180);
```

```
line(100,100,150,180);
```

```
line(50,180,100,250);
```

```
line(150,180,100,250);
```

```
line(100,100,100,250);
```

```
line(50,180,150,180);
```

```
line(100,250,70,300);
```

```
line(100,250,130,300);
```

```
line(70,300,130,300);
```

```
line(100,300,120,320);
```

```
line(120,320,80,340);
```

```
line(80,340,120,360);
```

```
line(120,360,80,380);
```

```
setcolor(4);  
getch();  
closegraph();  
}
```