TO MAKE A HUT

```cpp
#include<graphics.h>
#include<conio.h>
#include<iostream.h>
void main()
{
int gd = DETECT,gm;
clrscr();
initgraph(&gd,&gm," ");
setcolor(6);
rectangle(50,180,150,300);
rectangle(150,180,320,300);
rectangle(80,250,120,300);
line(100,100,50,180);
line(100,100,150,180);
line(100,100,300,100);
line(300,100,320,180);
getch();
closegraph();
}
```