

Problem1:-

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

using namespace std;

int main(){
    int gd, gm;
    detectgraph(&gd,&gm);
    initgraph(&gd, &gm, "C:\\TURBOC3\\BGT");

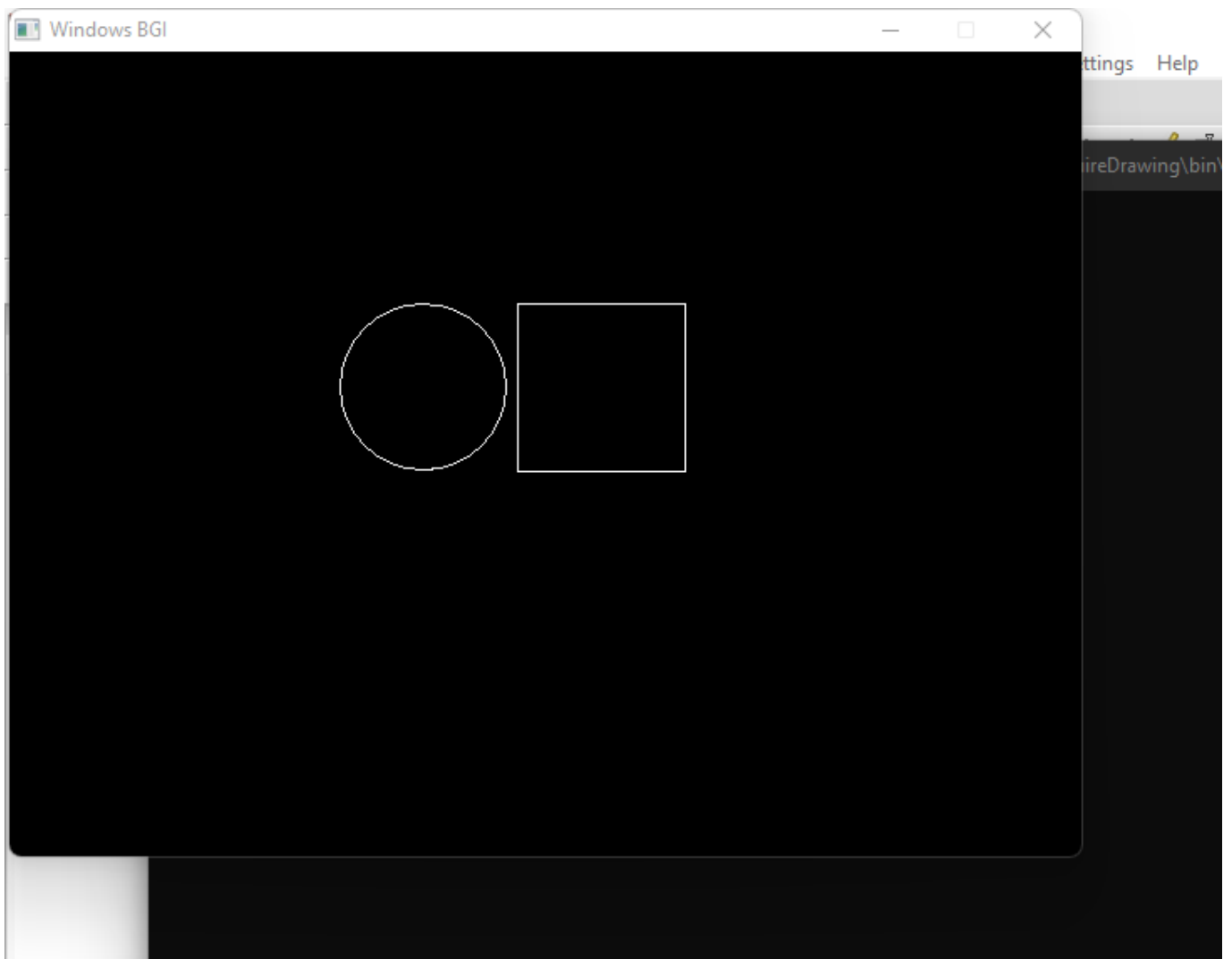
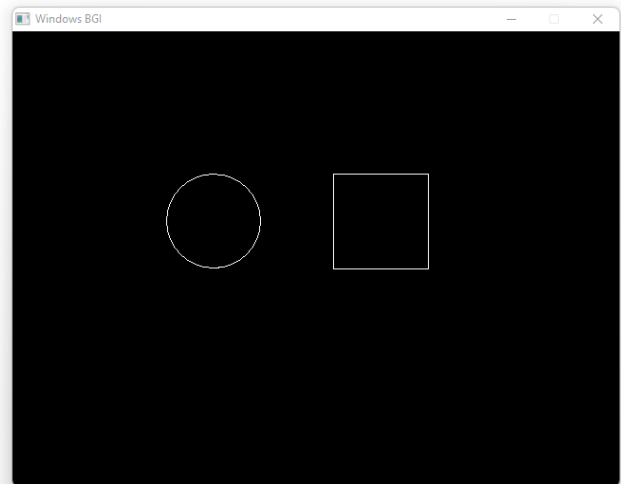
    int circlePoints[] = {50, 200};
    int squirePoints[] = {500, 150, 600, 150, 600, 250, 500, 250, 500, 150 };
    int flag = 0;
    for(int i = 0; i<450; i++) {
        if(circlePoints[0]+50>=squirePoints[0]) flag = 1;
        if(flag==0){
            drawpoly(5, squirePoints);
            squirePoints[0]--;
            squirePoints[2]--;
            squirePoints[4]--;
            squirePoints[6]--;
            squirePoints[8]--;
            circle(circlePoints[0]++, circlePoints[1], 50);
        }
        else {
            drawpoly(5, squirePoints);
            squirePoints[0]++;
            squirePoints[2]++;
            squirePoints[4]++;
            squirePoints[6]++;
            squirePoints[8]++;
            circle(circlePoints[0]--, circlePoints[1], 50);
        }
        delay(20);
        cleardevice();
    }
    getch();
    return 0;
}
```

Output:

```

main.cpp X
1  #include <iostream>
2  #include <graphics.h>
3
4  using namespace std;
5
6  int main() {
7      int gd, gm;
8      detectgraph(&gd, &gm);
9      initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");
10
11     int circlePoints[] = {50, 200};
12     int squirePoints[] = {500, 150, 600, 150, 600, 250, 500, 250, 500, 150};
13     int flag = 0;
14     for(int i = 0; i < 450; i++) {
15         if(circlePoints[0] + 50 >= squirePoints[0]) flag = 1;
16         if(flag == 0) {
17             drawpoly(5, squirePoints);
18             squirePoints[0]--;
19             squirePoints[2]--;
20             squirePoints[4]--;
21             squirePoints[6]--;
22             squirePoints[8]--;
23             circle(circlePoints[0]++, circlePoints[1], 50);
24         }
25         else {
26             drawpoly(5, squirePoints);
27             squirePoints[0]++;
28             squirePoints[2]++;
29             squirePoints[4]++;
30             squirePoints[6]++;
31             squirePoints[8]++;
32             circle(circlePoints[0]--, circlePoints[1], 50);
33         }
34         delay(20);
35         cleardevice();
36     }
37     getch();
38     return 0;
39 }
40

```



Problem2: -

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

using namespace std;

int main(){
    int gd, gm;
    detectgraph(&gd, &gm);
    initgraph(&gd, &gm, "C:\\TURBOC3\\BGT");

    setcolor(GREEN);
    line(150, 100, 450, 100);
    line(150, 100, 150, 280);
    line( 450, 100, 450, 280);
    line(150, 280, 450, 280);
    setfillstyle(SOLID_FILL, GREEN);
    floodfill(151, 151, GREEN);

    setcolor(RED);
    circle(300, 190, 60);
    setfillstyle(SOLID_FILL, RED);
    floodfill(301, 191, RED);

    setcolor(WHITE);
    line(150, 100, 145, 100);
    line(150, 100, 150, 450);
    line( 145, 100, 145, 450);
    line(150, 450, 145, 450);
    setfillstyle(SOLID_FILL, WHITE);
    floodfill(149, 101, WHITE);

    getch();
    return 0;
}
```

Output:



Problem3:

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

using namespace std;

int main(){
    int gd, gm;
    detectgraph(&gd,&gm);
    initgraph(&gd, &gm, "C:\\TURBOC3\\BGT");

    setcolor(WHITE);
    line(275, 100, 120, 320);
    line( 120, 320, 450,320);
    line(450,320, 275,100);
    setfillstyle(SOLID_FILL,WHITE);
    floodfill(276,121, WHITE);
    getch();
    return 0;
}
```

Output:

