

```

#include<graphics.h>
using namespace std;

int Y=20,l=67,w=25,i=25,j=445,v=14;
int X=-13,Z=200,W=250,s=78,O;
int p=78,q=107,a=185,b= -67,k=-120;
float x=29, y=-92;

void clouds(){
    ellipse(40,30,60,240,10,15);
    ellipse(65,20,345,165,20,15);
    ellipse(103,29,340,160,20,15);
    ellipse(109,42,230,50,20,10);
    ellipse(66,46,163,340,31,17);

    //clouds 2
    ellipse(200,30,60,240,10,15);
    ellipse(225,20,345,165,20,15);
    ellipse(262,27,340,160,20,15);
    ellipse(268,42,230,50,20,10);
    ellipse(226,46,163,340,31,15);
    ellipse(300,21,20,182,21,19);
    ellipse(325,31,290,100,21,15);
    ellipse(299,45,228,20,33,11);
}

void mountain(){
    setcolor(WHITE);
    setfillstyle(SOLID_FILL, GREEN);
    line(0,150,100,75);
    line(100,75,200,150);
    //m2
    setcolor(WHITE);
    setfillstyle(SOLID_FILL, GREEN);
    line(175,131,275,75);
    line(275,75,375,150);
    //m3
    setcolor(WHITE);
    setfillstyle(SOLID_FILL, GREEN);
    line(350,131,450,75);
    line(450,75,550,150);
    //m4
    setcolor(WHITE);
    setfillstyle(SOLID_FILL, GREEN);
    line(525,131,600,75);
    line(600,75,750,180);
}

```

```

//ground
line(0,150,750,150);
floodfill(100,136,WHITE);
floodfill(275,136,WHITE);
floodfill(450,136,WHITE);
floodfill(600,136,WHITE);
}

void sky(){
  setcolor(WHITE);
  setfillstyle(SOLID_FILL,LIGHTBLUE);
  floodfill(50,50,WHITE);
}

void sun(){
  setcolor(WHITE);
  setfillstyle(SOLID_FILL,RED);
  arc(524,112,0,173,30);
  floodfill(520,105,WHITE);
}

void bigTree(){
  setcolor(4);
  setfillstyle(SOLID_FILL,4);
  rectangle(46,330, 64,420);
  floodfill(47,331,4);
  setcolor(4);
  setfillstyle(SOLID_FILL,4);
  rectangle(52,307, 59,330);
  floodfill(53,308,4);
  setfillstyle(SOLID_FILL,4);
  bar(39,405,70,411);
  bar(41,400,69,406);
  bar(42,395,68,401);
  bar(43,390,67,396);
  bar(44,383,66,390);
  bar(45,378,65,383);
  bar(37,410,72,420);
  bar(35,417,74,423);
  bar(37,307,45,312);
  bar(38,312,46,316);
  bar(39,316,48,319);
  bar(40,319,48,321);
  bar(41,321,49,326);
  bar(42,326,49,331);
  bar(43,331,68,335);

```

```
bar(44,335,67,339);
bar(45,339,66,344);
bar(67,307,74,312);
bar(66,312,73,316);
bar(65,316,72,320);
bar(64,320,71,324);
bar(63,324,70,328);
bar(62,328,69,332);
// leaf no 1
setcolor(GREEN);
circle(25, 320, 15);
setfillstyle(SOLID_FILL,GREEN);
floodfill(25,320, GREEN);
```

```
//leaf no 2
setcolor(GREEN);
setfillstyle(SOLID_FILL,GREEN);
circle(20, 299, 20);
floodfill(20,299, GREEN);
```

```
//leaf no 3
setcolor(GREEN);
setfillstyle(SOLID_FILL,GREEN);
circle(28, 271, 20);
floodfill(28,271, GREEN);
```

```
//leaf no 4
setcolor(GREEN);
setfillstyle(SOLID_FILL,GREEN);
circle(41, 247, 18);
floodfill(41,247, GREEN);
```

```
//leaf no 8
setcolor(GREEN);
circle(88, 320, 15); //pata number 1
setfillstyle(SOLID_FILL,GREEN);
floodfill(88,320, GREEN);
```

```
//leaf no 7
setcolor(GREEN);
setfillstyle(SOLID_FILL,GREEN);
circle(97,305,16);
floodfill(97,305, GREEN);
```

```
//leaf no 6
setcolor(GREEN);
```

```

setfillstyle(SOLID_FILL, GREEN);
circle(100, 280, 22);
floodfill(100, 280, GREEN);

//leaf no 5
setcolor(GREEN);
setfillstyle(SOLID_FILL, GREEN);
circle(95, 252, 17);
floodfill(95, 253, GREEN);

//leaf no 4
setcolor(GREEN);
setfillstyle(SOLID_FILL, GREEN);
circle(70, 241, 19);
floodfill(70, 241, GREEN);

//leaf middle
setcolor(GREEN);
setfillstyle(SOLID_FILL, GREEN);
circle(60, 270, 35);
bar(20, 310, 90, 290);
floodfill(60, 270, GREEN);

}

void house_1(){
    setcolor(WHITE);
    setfillstyle(SOLID_FILL, 8);
    line(88+q, 250-p, 163+q, 250-p);
    line(100+q, 220-p, 88+q, 250-p);
    line(100+q, 220-p, 112+q, 250-p);
    line(100+q, 220-p, 150+q, 220-p);
    line(150+q, 220-p, 163+q, 250-p);
    floodfill(100+q, 225-p, WHITE);

    //main-tin
    setcolor(WHITE);
    setfillstyle(SOLID_FILL, LIGHTGRAY);
    line(88+q, 250-p, 163+q, 250-p);
    line(100+q, 220-p, 112+q, 250-p);
    line(100+q, 220-p, 150+q, 220-p);
    line(150+q, 220-p, 163+q, 250-p);
    floodfill(105+q, 225-p, WHITE);

    //Side-wall
    setcolor(WHITE);

```

```

setfillstyle(SOLID_FILL,LIGHTCYAN);
line(112+q,250-p,112+q,290-p);
line(88+q,290-p,112+q,290-p);
line(88+q,250-p,88+q,290-p);
line(112+q,290-p,163+q,290-p);
floodfill(90+q,252-p,WHITE);

//main-wall
setcolor(WHITE);
setfillstyle(SOLID_FILL,9);
line(163+q,250-p,163+q,290-p);
line(112+q,290-p,163+q,290-p);
line(112+q,250-p,112+q,290-p);
line(88+q,250-p,163+q,250-p);
floodfill(115+q,255-p,WHITE);

//window 1
setcolor(WHITE);
setfillstyle(SOLID_FILL,LIGHTRED);
line(120+q,265-p,130+q,275-p);
line(120+q,265-p,120+q,277-p);
line(120+q,277-p,130+q,277-p);
line(130+q,265-p,130+q,277-p);
floodfill(125+q,270-p,WHITE);

//window 2
setcolor(WHITE);
setfillstyle(SOLID_FILL,LIGHTRED);
line(120+w+q,265-p,130+w+q,265-p);
line(120+w+q,265-p,120+w+q,277-p);
line(120+w+q,277-p,130+w+q,277-p);
line(130+w+q,265-p,130+w+q,277-p);
floodfill(125+w+q,271-p,WHITE);

//door
setcolor(WHITE);
setfillstyle(SOLID_FILL,8);
line(94+q,290-p,94+q,270-p);
line(106+q,290-p,106+q,270-p);
line(94+q,270-p,106+q,270-p);
floodfill(97+q,285-p,WHITE);
}

void house_2(){
    //triangle-tin
    setcolor(WHITE);

```

```

setfillstyle(SOLID_FILL,LIGHTGRAY);
line(88+a,200+b,163+a,200+b);
line(100+a,170+b,88+a,200+b);
line(100+a,170+b,112+a,200+b);
line(100+a,170+b,150+a,170+b);
line(150+a,170+b,163+a,200+b);
floodfill(100+a,175+b,WHITE);

//main-tin
setcolor(WHITE);
setfillstyle(SOLID_FILL,8);
line(88+a,200+b,163+a,200+b);
line(100+a,170+b,112+a,200+b);
line(100+a,170+b,150+a,170+b);
line(150+a,170+b,163+a,200+b);
floodfill(105+a,175+b,WHITE);

//side-Wall
setcolor(WHITE);
setfillstyle(SOLID_FILL,LIGHTMAGENTA);
line(112+a,200+b,112+a,240+b);
line(88+a,240+b,112+a,240+b);
line(88+a,200+b,88+a,240+b);
line(112+a,240+b,163+a,240+b);
floodfill(90+a,202+b,WHITE);

//main-wall
setcolor(WHITE);
setfillstyle(SOLID_FILL,3);
line(163+a,200+b,163+a,240+b);
line(112+a,240+b,163+a,240+b);
line(112+a,200+b,112+a,240+b);
line(88+a,200+b,163+a,200+b);
floodfill(115+a,205+b,WHITE);

//window 1
setcolor(WHITE);
setfillstyle(SOLID_FILL,LIGHTBLUE);
line(120+a,215+b,130+a,215+b);
line(120+a,215+b,120+a,227+b);
line(120+a,227+b,130+a,227+b);
line(130+a,215+b,130+a,227+b);
floodfill(125+a,221+b,WHITE);

//window 2
setcolor(WHITE);

```

```

setfillstyle(SOLID_FILL,LIGHTBLUE);
line(120+w+a,215+b,130+w+a,215+b);
line(120+w+a,215+b,120+w+a,227+b);
line(120+w+a,227+b,130+w+a,227+b);
line(130+w+a,215+b,130+w+a,227+b);
floodfill(125+w+a,221+b,WHITE);

//door
setcolor(WHITE);
setfillstyle(SOLID_FILL,LIGHTRED);
line(94+a,240+b,94+a,220+b);
line(106+a,240+b,106+a,220+b);
line(94+a,220+b,106+a,220+b);
floodfill(97+a,235+b,WHITE);
}

void house_3(){
    //triangle-tin
    setcolor(WHITE);
    setfillstyle(SOLID_FILL,YELLOW);
    line(88+x,250+y,163+x,250+y);
    line(100+x,220+y,88+x,250+y);
    line(100+x,220+y,112+x,250+y);
    line(100+x,220+y,150+x,220+y);
    line(150+x,220+y,163+x,250+y);
    floodfill(100+x,225+y,WHITE);

    //main-tin
    setcolor(WHITE);
    setfillstyle(SOLID_FILL,BROWN);
    line(88+x,250+y,163+x,250+y);
    line(100+x,220+y,112+x,250+y);
    line(100+x,220+y,150+x,220+y);
    line(150+x,220+y,163+x,250+y);
    floodfill(105+x,225+y,WHITE);

    //Side-wall
    setcolor(WHITE);
    setfillstyle(SOLID_FILL,LIGHTRED);
    line(112+x,250+y,112+x,290+y);
    line(88+x,290+y,112+x,290+y);
    line(88+x,250+y,88+x,290+y);
    line(112+x,290+y,163+x,290+y);
    floodfill(90+x,252+y,WHITE);

    //main-wall

```

```

setcolor(WHITE);
setfillstyle(SOLID_FILL,LIGHTGREEN);
line(163+x,250+y,163+x,290+y);
line(112+x,290+y,163+x,290+y);
line(112+x,250+y,112+x,290+y);
line(88+x,250+y,163+x,250+y);
floodfill(115+x,255+y,WHITE);
setcolor(WHITE);
setfillstyle(SOLID_FILL,GREEN);
line(120+x,265+y,130+x,265+y);
line(120+x,265+y,120+x,277+y);
line(120+x,277+y,130+x,277+y);
line(130+x,265+y,130+x,277+y);
floodfill(125+x,271+y,WHITE);

//window 2
setcolor(WHITE);
setfillstyle(SOLID_FILL,GREEN);
line(120+w+x,265+y,130+w+x,265+y);
line(120+w+x,265+y,120+w+x,277+y);
line(120+w+x,277+y,130+w+x,277+y);
line(130+w+x,265+y,130+w+x,277+y);
floodfill(125+w+x,271+y,WHITE);

//door
setcolor(WHITE);
setfillstyle(SOLID_FILL,LIGHTMAGENTA);
line(94+x,290+y,94+x,270+y);
line(106+x,290+y,106+x,270+y);
line(94+x,270+y,106+x,270+y);
floodfill(97+x,285+y,WHITE);
}

void road(){
    setfillstyle(9,RED);
    bar(0,410,getmaxx(), getmaxy());
    //small - road
    setfillstyle(1,RED);
    bar(0,210,160,220);
    bar(205,222,getmaxx(),232);
    line(160,211,205,222);
    line(160,214,205,225);
    line(160,217,205,228);
    line(160,219,205,230);
}

```



```

void car(){
    setfillstyle(SOLID_FILL, BLACK);
    bar(32+i,j-16,86+i,j);
    bar(40+i,j-10,90+i,j);
    setcolor(LIGHTBLUE);
    setfillstyle(SOLID_FILL, WHITE);

    //body
    line(i,j + 23, i, j);
    line(i, j, 40 + i, j - 20);
    line(40 + i,j - 20, 80 + i, j- 20);
    line(80 + i, j - 20, 100 + i, j);
    line(100 + i, j, 120 + i, j);
    line(120 + i, j, 120 + i, j + 23);
    line(0 + i, j + 23, 18 + i, j + 23);
    arc(30 + i, j+ 23, 0, 180, 12);
    line(42 + i, j + 23, 78 + i, j + 23);
    arc(90 + i, j+ 23, 0, 180, 12);
    line(102 + i, j + 23, 120 + i, j + 23);
    line(28 + i, j, 43 + i, j- 15);
    line(43 + i, j - 15, 57 + i, j - 15);
    line(57 + i, j - 15, 57 + i, j);
    line(57 + i, j, 28 + i, j);
    line(62 + i, j - 15, 77 + i, j - 15);
    line(77 + i, j - 15, 92 + i, j);
    line(92 + i, j, 62 + i, j);
    line(62 + i, j, 62 + i, j - 15);
    floodfill(2 + i, j + 20, LIGHTBLUE);
    setcolor(LIGHTGREEN);
    setfillstyle(SOLID_FILL, 3);
    //Wheels
    circle(30 + i ,j + 25, 9);
    circle(90 + i , j + 25, 9);
    floodfill(30 + i, j + 25, LIGHTGREEN);
    floodfill(90 + i, j + 25, LIGHTGREEN);
}

```

```

void car2(){
    setcolor(YELLOW);
    setfillstyle(SOLID_FILL, YELLOW);
    pieslice(325, 400, 0, 90, 5);
    pieslice(325, 400, 180, 270, 5);
    circle(325,400, 10);
    arc(325, 400, 0, 180, 15);

    pieslice(400, 400, 0, 90, 5);
}

```

```

pieslice(400, 400, 180, 270, 5);
circle(400, 400, 10);
arc(400, 400, 0, 180, 15);

line(325+15, 400, 400-15, 400); //center
line(260, 400, 310, 400); //back
line(400+15, 400, 400+70, 400); //front
line(260, 400, 260, 375); //back height
line(260, 375, 295, 370); //back body
line(295, 370, 310, 350); //back glass

line(310, 350, 390, 350); //ceiling
line(390, 350, 420, 370); //front glass
line(420, 370, 450, 375); //front body
line(450, 375, 470, 400);
floodfill(449, 399, YELLOW);

}

void house_4(){
  //terrace
  setcolor(WHITE);
  setfillstyle(SOLID_FILL,8);
  line(480+k,104+l,490+k,85+l);
  line(490+k,85+l,595+k,85+l);
  line(585+k,104+l,595+k,85+l);
  line(480+k,104+l,585+k,104+l);
  floodfill(592+k,87+l,WHITE);

  //side Wall
  setcolor(WHITE);
  setfillstyle(SOLID_FILL,8);
  line(585+k,106+l,595+k,86+l);
  line(585+k,145+l,595+k,126+l);
  line(586+k,106+l,586+k,145+l);
  line(595+k,127+l,595+k,86+l);
  floodfill(589+k,128+l,WHITE);

  //wall
  setcolor(WHITE);
  setfillstyle(SOLID_FILL,3);
  rectangle(480+k,105+l,585+k,145+l);
  floodfill(482+k,107+l,WHITE);
  setcolor(WHITE);
  setfillstyle(SOLID_FILL,3);
  line(560+k,105+l,560+k,145+l);

```

```

floodfill(562+k,107+l,WHITE);

//door 1
setcolor(WHITE);
setfillstyle(SOLID_FILL,5);
rectangle(526+k+40,125+l,538+40+k,145+l);
floodfill(530+k+40,130+l,WHITE);
circle(536+k+40,138+l,1);
//door 2
setcolor(WHITE);
setfillstyle(SOLID_FILL,5);
rectangle(526+k,125+l,538+k,145+l);
floodfill(530+k,130+l,WHITE);
circle(536+k,138+l,1);

//window 2
setcolor(WHITE);
setfillstyle(1,LIGHTBLUE);
rectangle(543+k,118+l,556+k,131+l);
floodfill(545+k,122+l,WHITE);
//door 2
setcolor(WHITE);
setfillstyle(SOLID_FILL,5);
rectangle(526-35+k,125+l,538-35+k,145+l);
floodfill(530-35+k,130+l,WHITE);
circle(536-35+k,138+l,1);

//window 2
setcolor(WHITE);
setfillstyle(1,LIGHTBLUE);
rectangle(543-35+k,118+l,556-35+k,131+l);
floodfill(545-35+k,122+l,WHITE);
setcolor(5);
}

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

    int mx_x = getmaxx(), mx_y = getmaxy();
    clouds();
    mountain();
    sky();
    sun();
}

```

```
setfillstyle(9,BLUE);  
bar(215,151,mx_x,230);
```

```
setfillstyle(11,BLUE);  
bar(0,80+Z,mx_x,22+Z);
```

```
setfillstyle(11,BLUE);  
bar(284,380,500,222);  
bar(260,380,210,222);  
bar(0,380,10,222);  
bar(10,380,75,222);  
bar(130,380,mx_x,222);
```

```
setfillstyle(11,RED);  
bar(0,325, mx_x ,450);
```

```
setfillstyle(11,RED);  
bar(0,450, mx_x ,mx_y);
```

```
setfillstyle(9,BLUE);  
bar(0,150,220,210);  
bar(165,150,220,222);
```

```
house_4();  
bigTree();  
house_1();  
house_2();  
house_3();  
road();  
car();  
car2();  
getch();  
}
```

Output:

