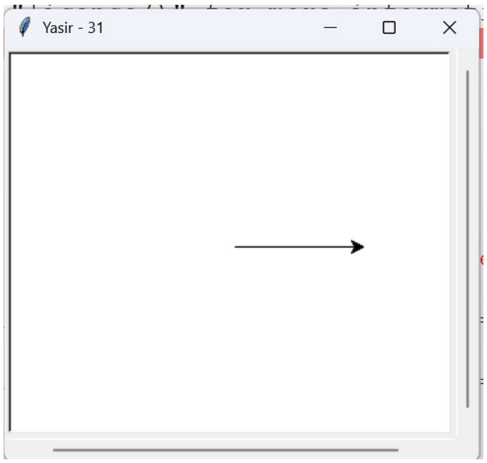
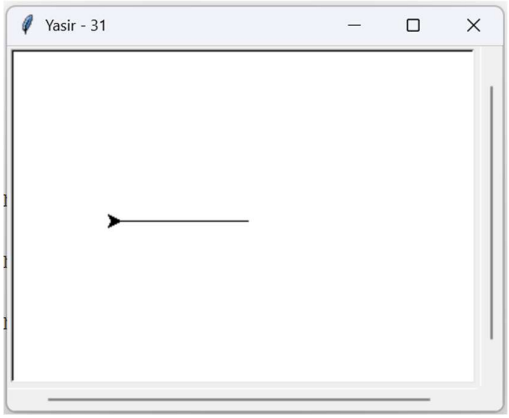
1a.

```
import turtle
turtle.title("Yasir - 31")
turtle.forward(100)
turtle.done()
```



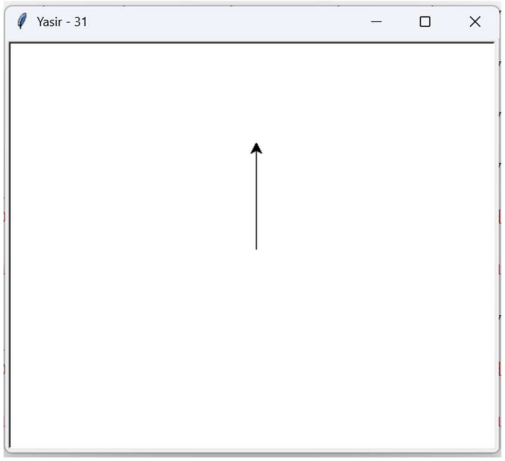
1b.

```
import turtle
turtle.title("Yasir - 31")
turtle.backward(100)
turtle.done()
```



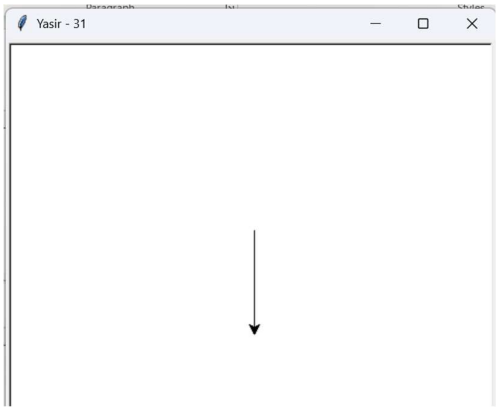
1c.

```
import turtle
turtle.title("Yasir - 31")
turtle.left(90)
turtle.forward(100)
turtle.done()
```



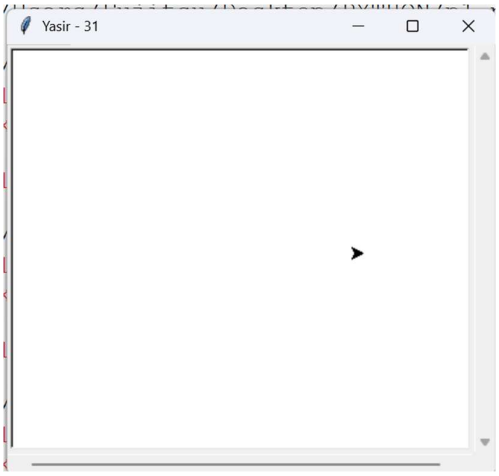
1d.

```
import turtle
turtle.title("Yasir - 31")
turtle.right(90)
turtle.forward(100)
turtle.done()
```



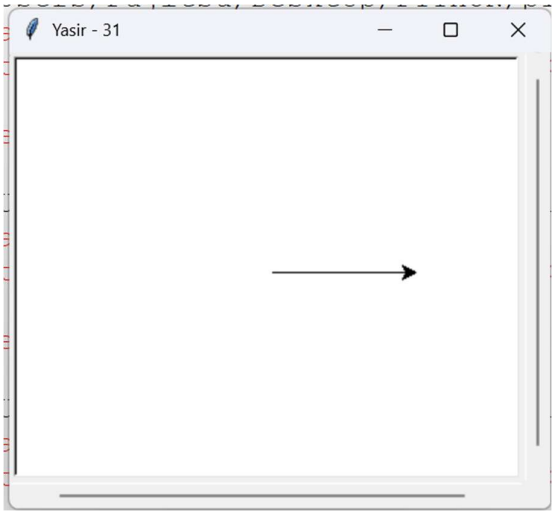
1e.

```
import turtle
turtle.title("Yasir - 31")
turtle.penup()
turtle.forward(100)
turtle.done()
```



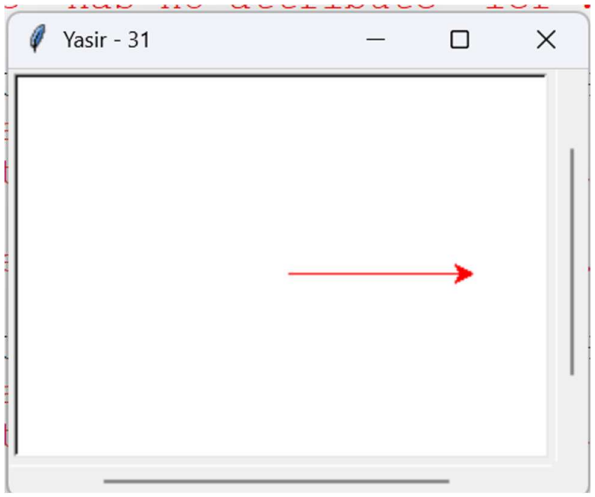
1f.

```
import turtle
turtle.title("Yasir - 31")
turtle.pendown()
turtle.forward(100)
turtle.done()
```



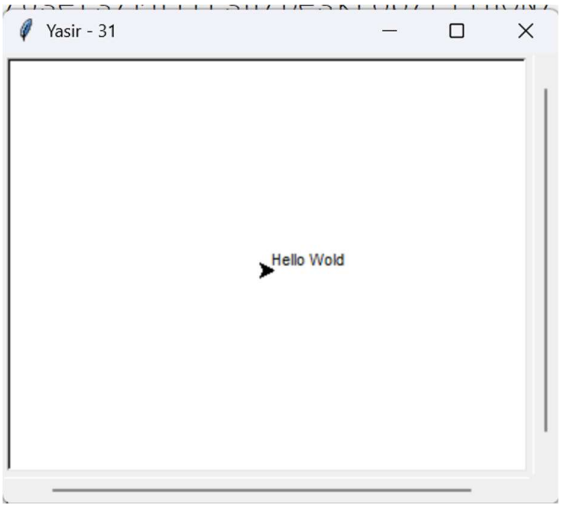
1g.

```
import turtle
turtle.title("Yasir - 31")
turtle.color("red")
turtle.forward(100)
turtle.done()
```



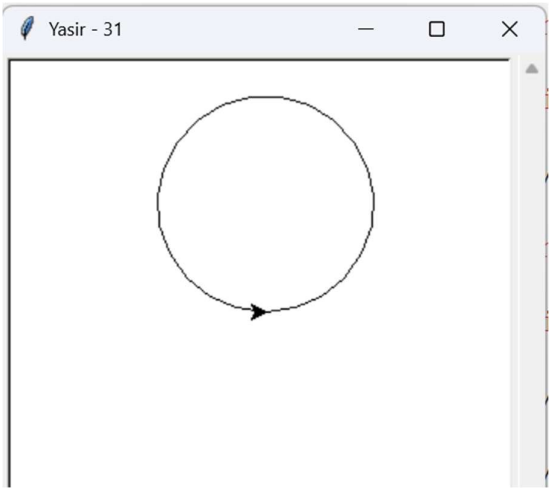
1h.

```
import turtle
turtle.title("Yasir - 31")
turtle.write("Hello Wold")
turtle.done()
```



1i.

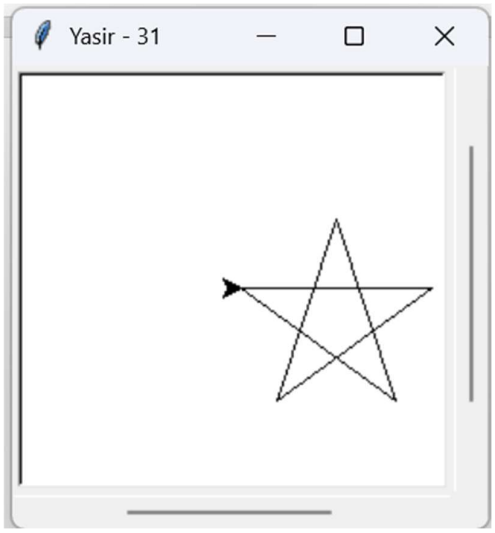
```
import turtle
turtle.title("Yasir - 31")
turtle.circle(70)
turtle.done()
```



Yasir - 31

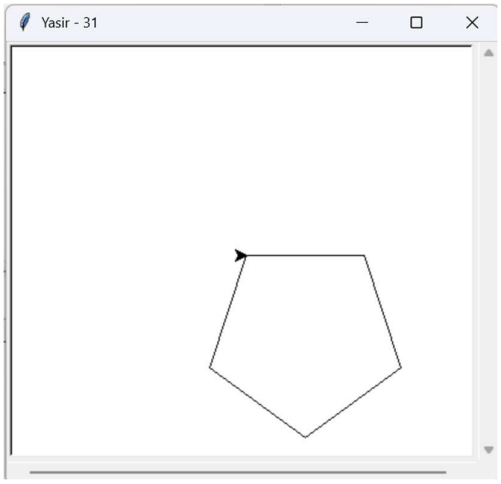
1j.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
for _ in range(5):
    turtle.forward(100)
    turtle.right(144)
turtle.done()
```



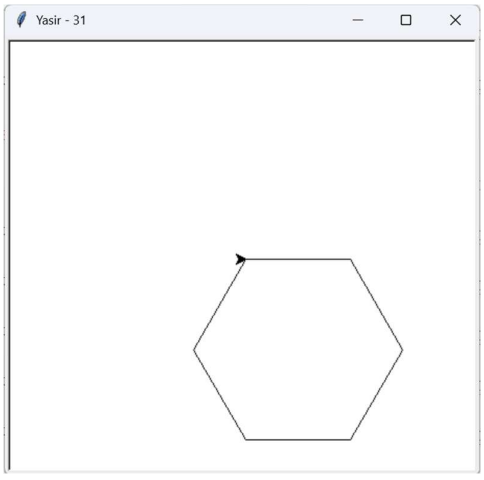
1k.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
for _ in range(5):
    turtle.forward(100)
    turtle.right(72)
turtle.done()
```



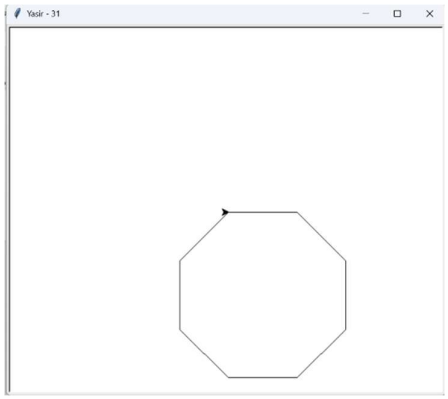
1l.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
for _ in range(6):
    turtle.forward(100)
    turtle.right(60)
turtle.done()
```



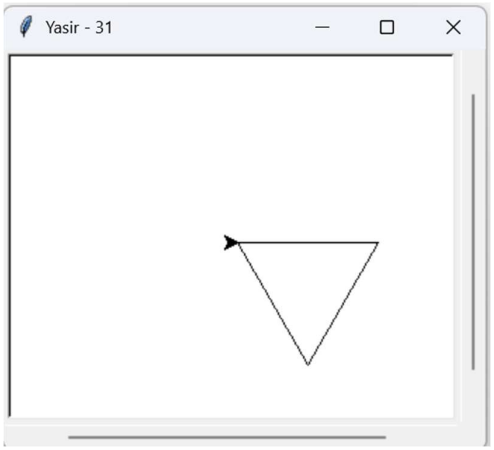
1m.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
for _ in range(8):
    turtle.forward(100)
    turtle.right(45)
turtle.done()
```



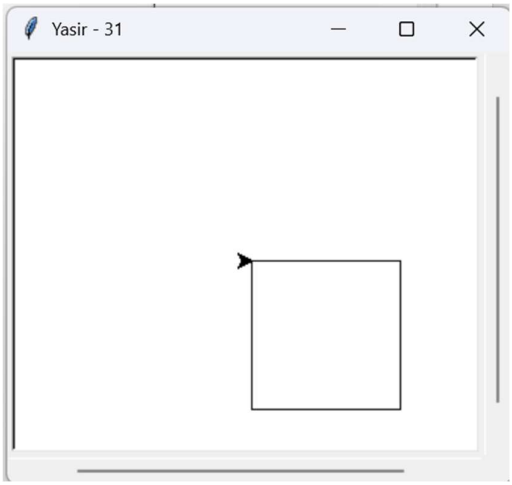
1n.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
for _ in range(3):
    turtle.forward(100)
    turtle.right(120)
turtle.done()
```



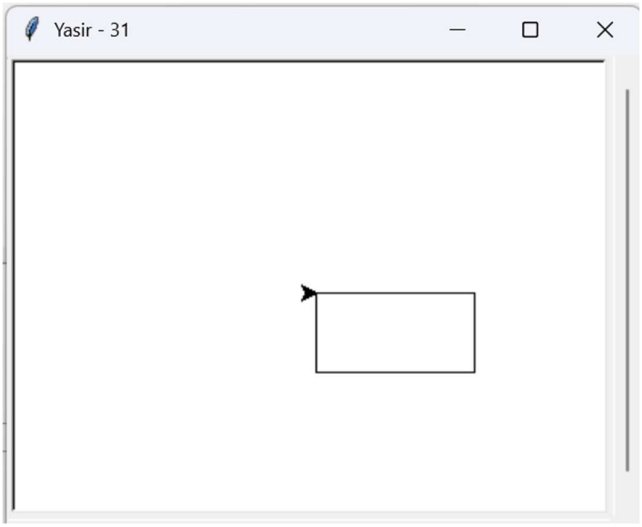
1o.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
for _ in range(4):
    turtle.forward(100)
    turtle.right(90)
turtle.done()
```



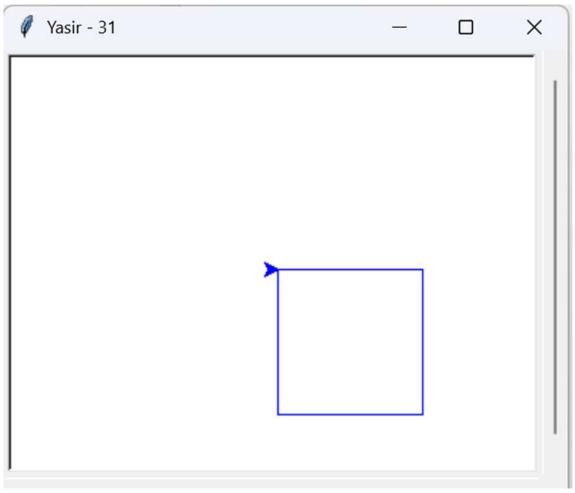
1p.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
for _ in range(2):
    turtle.forward(100)
    turtle.right(90)
    turtle.forward(50)
    turtle.right(90)
turtle.done()
```



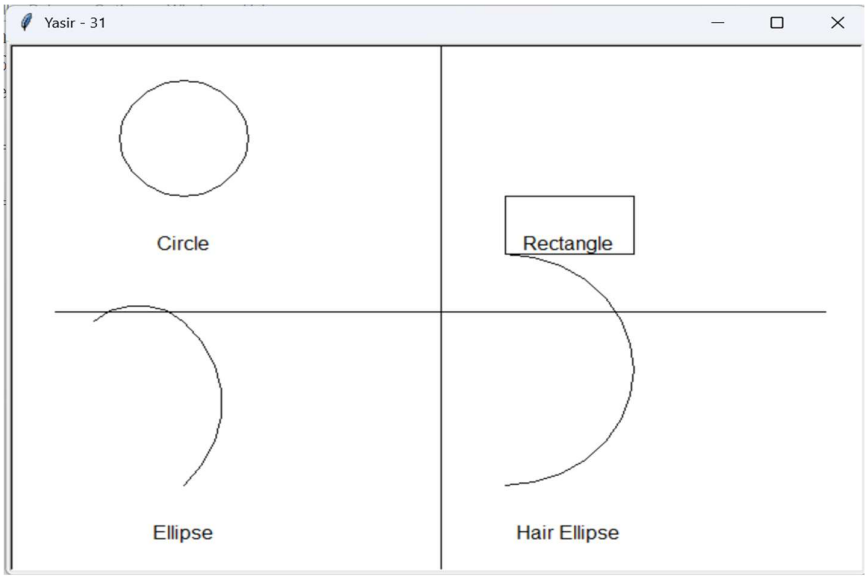
1q.

```
import turtle
turtle.title("Yasir - 31")
turtle.speed(1)
turtle.begin_fill()
turtle.color("Blue")
for _ in range(4):
    turtle.forward(100)
    turtle.right(90)
    turtle.end_fill()
turtle.done()
```



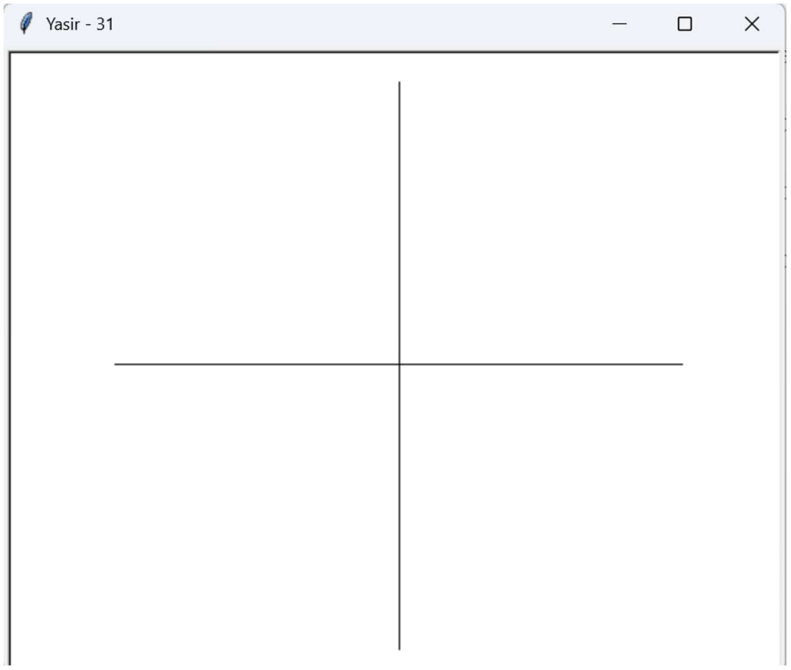
2b.

```
import turtle
turtle.title("Yasir - 31")
screen =turtle.Screen()
screen.setup(width=600, height=600)
pen=turtle.Turtle()
pen.speed (3)
pen.penup()
pen.goto (0,300)
pen.pendown ()
pen.setheading (270)
pen.forward (600)
pen.penup()
pen.goto(-300, 0 )
pen.pendown ()
pen.setheading (0)
pen. forward (600)
pen.penup()
pen.goto(-200, 100)
pen.pendown()
pen.circle (50)
pen.penup()
pen.goto(-200, 50)
pen.write("Circle", align="center", font=("Arial", 12, "normal"))
pen.penup()
pen.goto(50, 100)
pen.pendown()
for _ in range(2):
    pen.forward (100)
    pen.right (90)
    pen.forward (50)
    pen.right (90)
pen.penup()
pen.goto(100, 50)
pen.write("Rectangle", align="center", font=("Arial", 12, "normal"))
pen.penup()
pen.goto(-200, -150)
pen.pendown()
pen.setheading (45)
pen.circle (100, 90)
pen.circle (50, 90) #Half circle Other half
pen.penup()
pen.goto(-200, -200)
pen.write("Ellipse", align="center", font=("Arial", 12, "normal"))
pen.penup()
pen.goto (50, -150)
pen.pendown()
pen.setheading (0)
pen.circle (100, 180) #Half ellipse (semi-circle)
pen.penup()
pen.goto(100, -200)
pen.write("Hair Ellipse", align="center", font=("Arial", 12, "normal"))
pen.hideturtle()
turtle.done()
```



1b.

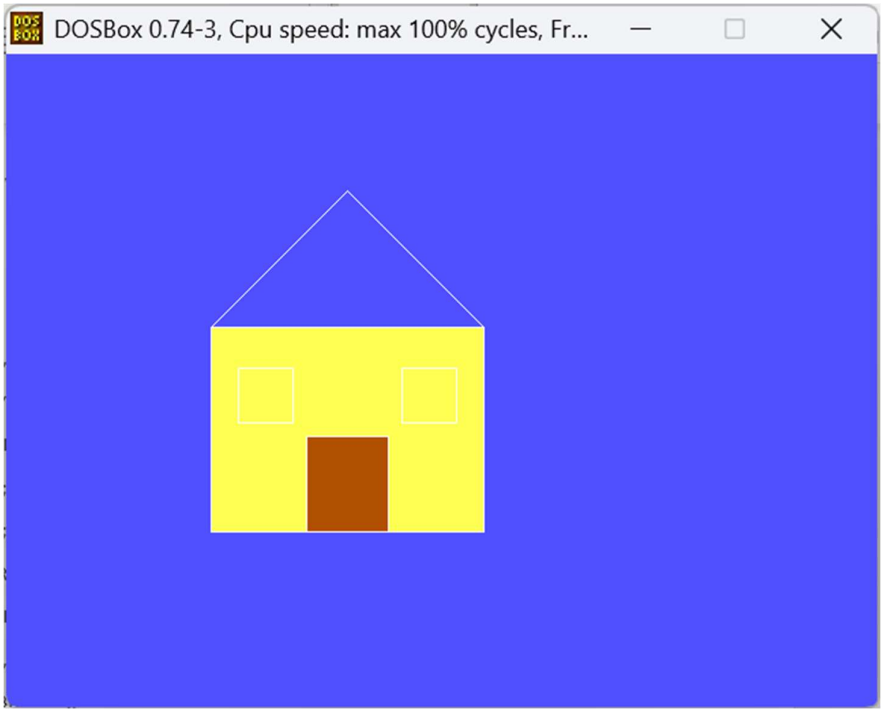
```
import turtle
turtle.title("Faizan-06")
axis = turtle. Turtle()
axis.speed(0)
axis.hideturtle ()
axis.penup()
axis.goto(-200, 0)
axis.pendown ()
axis.goto(200, 0)
axis.penup()
axis.goto(0, -200)
axis.pendown ()
axis.goto(0, 200)
turtle.done ()
```



2B.

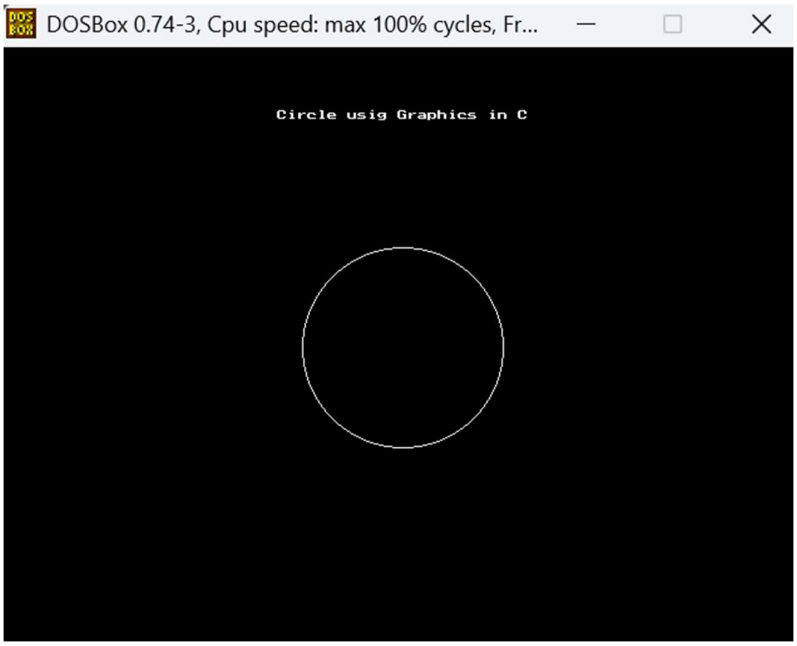
Practical 2b:

```
#include <graphics.h>
#include <conio.h>
void main()
{
 int gd = DETECT, gm;
 initgraph(&gd, &gm, "C:\\Turboc3\\BGI"); ur setup
 setbkcolor(LIGHTBLUE);
 cleardevice();
 setcolor(WHITE);
 rectangle(150, 200, 350, 350);
 setfillstyle(SOLID_FILL, YELLOW);
 floodfill(151, 201, WHITE);
 line(150, 200, 250, 100); // Left side of the roof
 line(250, 100, 350, 200); // Right side of the roof
 setfillstyle(SOLID_FILL, RED);
 floodfill(200, 150, WHITE);
 rectangle(220, 280, 280, 350);
 setfillstyle(SOLID_FILL, BROWN);
 floodfill(221, 281, WHITE);
 rectangle(170, 230, 210, 270);
 rectangle(290, 230, 330, 270);
 getch();
 closegraph();
}
```



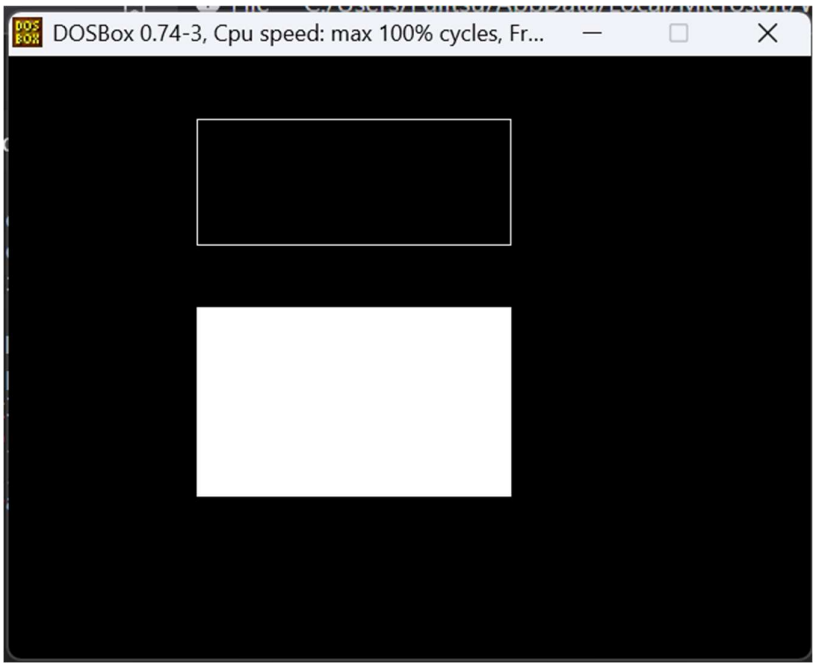
3A.

```
#include<graphics.h>
#include<conio.h>
void main()
{
int gd=DETECT,gm;
int x,y,radius=80;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
x=getmaxx()/2;
y=getmaxy()/2;
outtextxy(x-100,50,"Circle Using Graphics in C");
circle(x,y,radius);
getch();
closegraph();
}
```



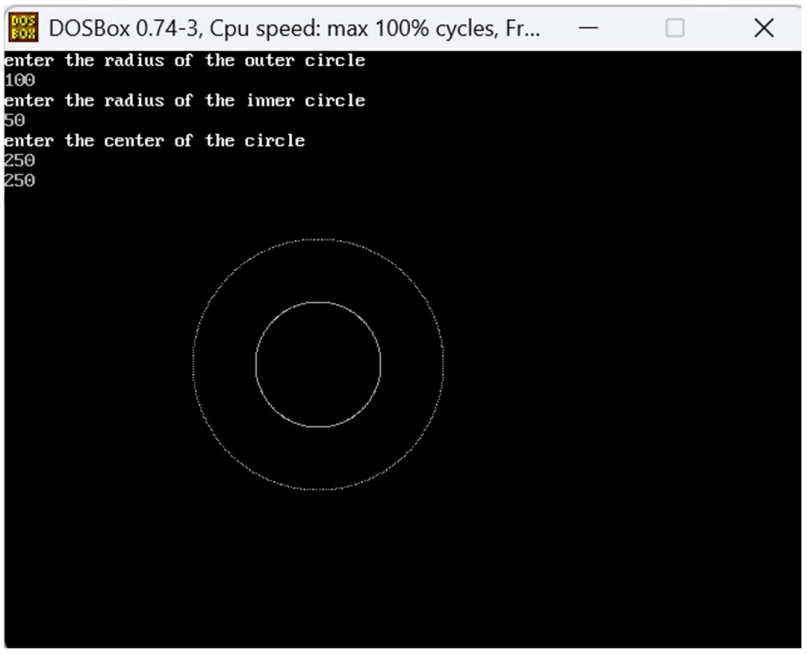
3B.

```
#include<graphics.h>
#include<conio.h>
void main()
{
int gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
rectangle(150,50,400,150);
bar(150,200,400,350);
getch();
closegraph();
}
```



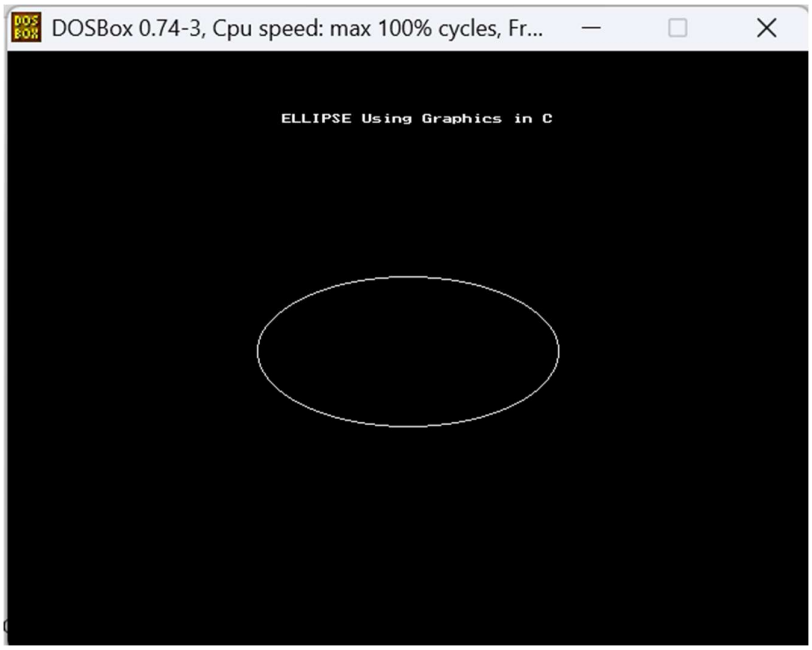
3C.

```
#include<graphics.h>
#include<conio.h>
#include<stdio.h>
#include<math.h>
void main(){
int rc,rb,xc,yc,i;
float x,y;
int gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
printf("enter the radius of the outer circle\n");
scanf("%d",&rc);
printf("enter the radius of the inner circle\n");
scanf("%d",&rb);
printf("enter the center of the circle\n");
scanf("%d",&xc);
scanf("%d",&yc);
for(i=1;i<=360;i++){
x=xc+(rb*(cos (i)));
y=yc+(rb*(sin (i)));
putpixel(x,y,7);
}
for(i=1;i<=360;i++)
{
x=xc+(rc*(cos(i)));
y=yc+(rc*(sin(i)));
putpixel(x,y,7);
}
getch();
closegraph();
}
```



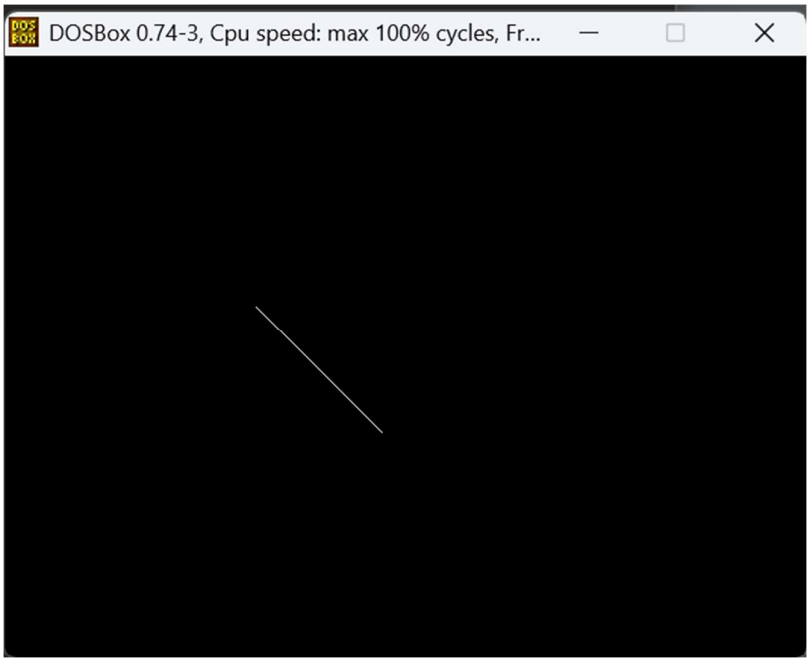
3D.

```
#include<graphics.h>
#include<conio.h>
void main()
{
int gd=DETECT,gm;
int x,y;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
x=getmaxx()/2;
y=getmaxy()/2;
outtextxy(x-100,50,"ELLIPSE Using Graphics in C");
ellipse(x,y,0,360,120,60);
getch();
closegraph();
}
```



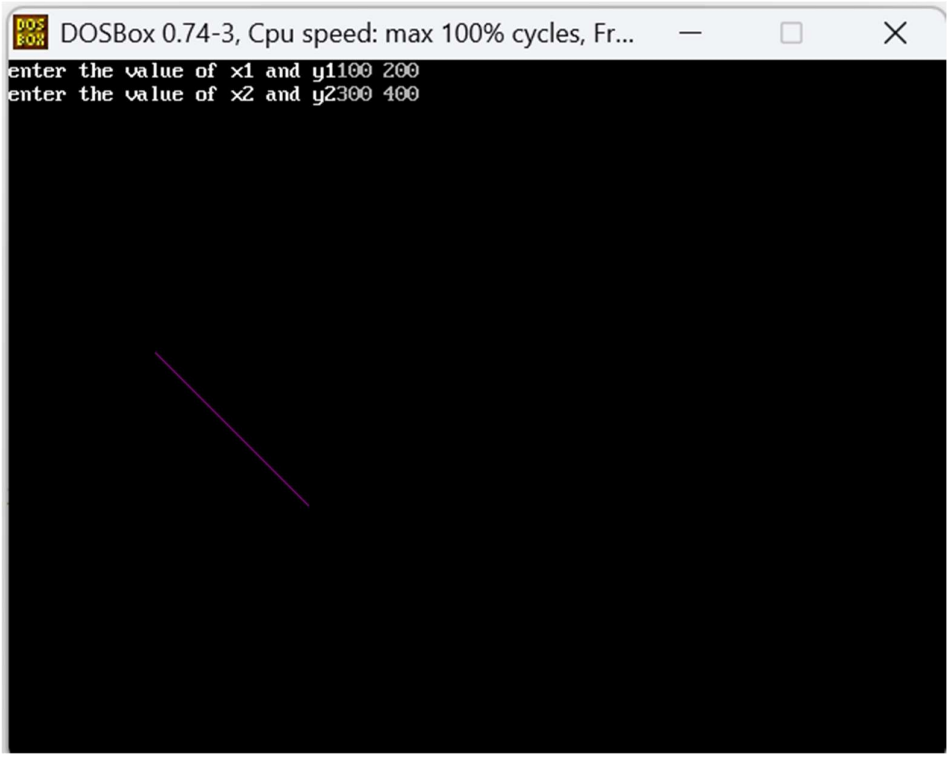
3E.

```
#include<graphics.h>
#include<stdio.h>
#include<conio.h>
void main()
{
int gd=DETECT,gm;
int x1=200,y1=200;
int x2=300,y2=300;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
line(x1,y1,x2,y2);
getch();
closegraph();
}
```



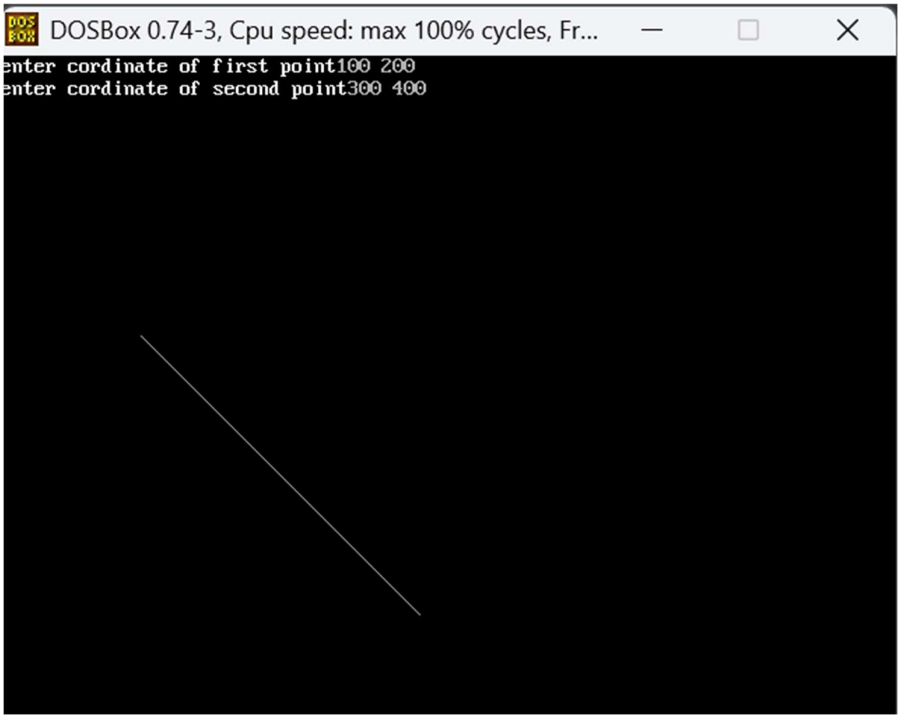
4A.

```
#include<graphics.h>
#include<stdio.h>
#include<conio.h>
#include<math.h>
#include<dos.h>
void main(){
float x,y,x1,y1,x2,y2,dx,dy,step;
int i,gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
printf("enter the value of x1 and y1");
scanf("%f%f",&x1,&y1);
printf("enter the value of x2 and y2");
scanf("%f%f",&x2,&y2);
dx=abs(x2-x1); dy=abs(y2-y1);
if(dx>=dy)
step=dx;
else
step=dy;
dx=dx/step; dy=dy/step;
x=x1; y=y1; i=1;
while(i<=step){
putpixel(x,y,5);
x=x+dx; y=y+dy; i=i+1;
delay(100);
}
closegraph();
getch();
}
```



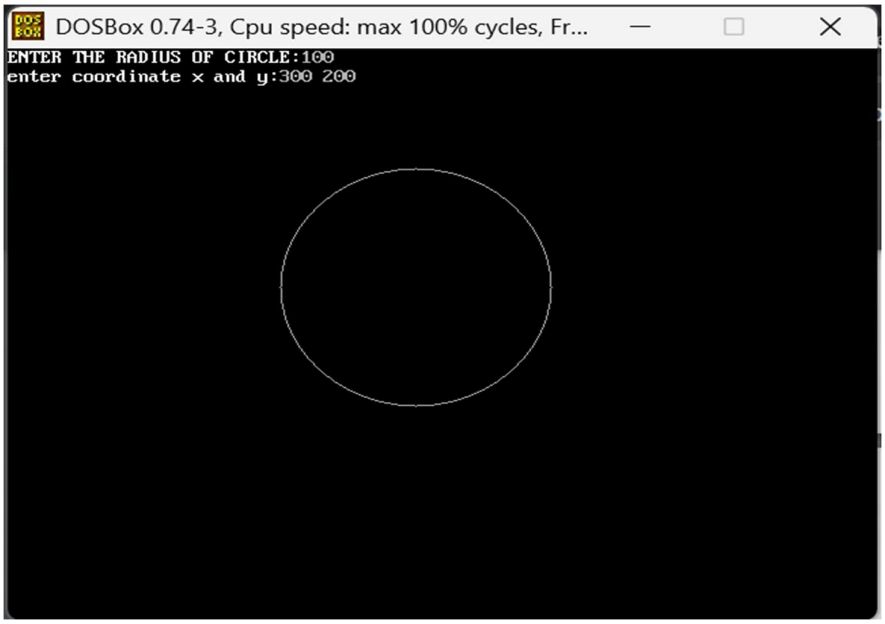
4B.

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
void drawline(int x0,int y0,int x1,int y1)
{
int dx,dy,p,x,y;
dx=x1-x0; dy=y1-y0; x=x0; y=y0; p=2*dy-dx;
while(x<x1){
if(p>=0){
putpixel(x,y,7);
y=y+1; p=p+2*dy-2*dx;
}
else{
putpixel(x,y,7);
p=p+2*dy;
}
x=x+1;
}
}
void main(){
int gd=DETECT,gm,error,x0,y0,x1,y1;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
printf("enter cordinate of first point");
scanf("%d%d",&x0,&y0);
printf("enter cordinate of second point");
scanf("%d%d",&x1,&y1);
drawline(x0,y0,x1,y1);
getch();
closegraph();
}
```



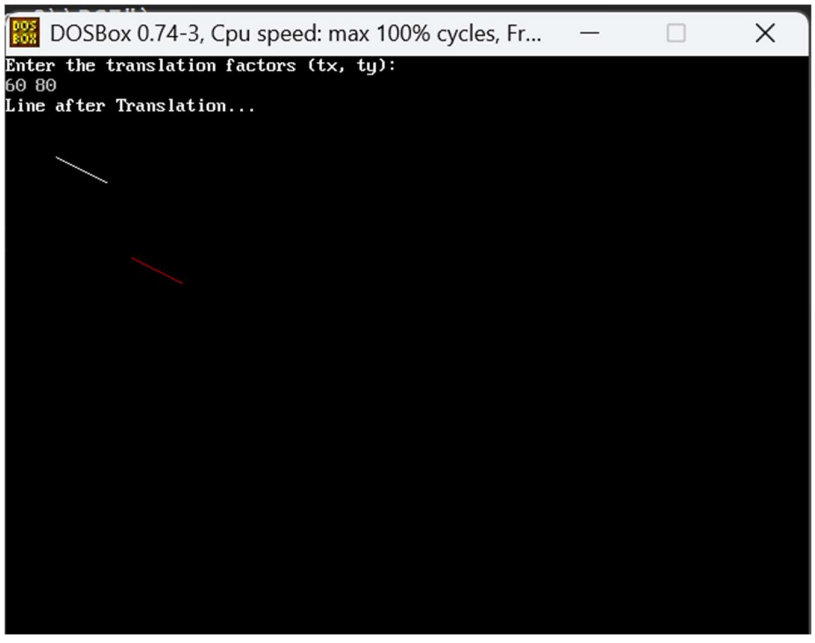
5A.

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<dos.h>
void drawcircle(int x0,int y0,int radius)
{
int x=radius;
int y=0;
int err=0;
while(x>=y)
{
putpixel(x0+x,y0+y,7);
putpixel(x0+y,y0+x,7);
putpixel(x0-y,y0+x,7);
putpixel(x0-x,y0+y,7);
putpixel(x0-x,y0-y,7);
putpixel(x0-y,y0-x,7);
putpixel(x0+y,y0-x,7);
putpixel(x0+x,y0-y,7);
if(err<=0){
y+=1; err+=2*y+1;
}
if(err>=0){
x-=1;
err-=2*x+1;
}
}
}
void main(){
int gd=DETECT,gm,error,x,y,r;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
printf("ENTER THE RADIUS OF CIRCLE:");
scanf("%d",&r);
printf("enter coordinate x and y:");
scanf("%d%d",&x,&y);
drawcircle(x,y,r);
getch();
closegraph();
}
```



6A.

```
#include <graphics.h>
#include <stdio.h>
#include <stdlib.h>
void main()
{
 int graphdriver = DETECT, graphmode;
 int x1, y1, x2, y2;
 int tx, ty;
 int x3, y3, x4, y4;
 printf("Enter the coordinates of the line (x1, y1, x2, y2): \n");
 scanf("%d%d%d%d", &x1, &y1, &x2, &y2);
 initgraph(&graphdriver, &graphmode, "C:\\Turboc3\\BGI");
 line(x1, y1, x2, y2);
 printf("Enter the translation factors (tx, ty): \n");
 scanf("%d%d", &tx, &ty);
 x3 = x1 + tx;
 y3 = y1 + ty;
 x4 = x2 + tx;
 y4 = y2 + ty;
 printf("Line after
Translation...\n");
 setcolor(RED);
 line(x3, y3, x4, y4);
 getch();
 closegraph();
}
```

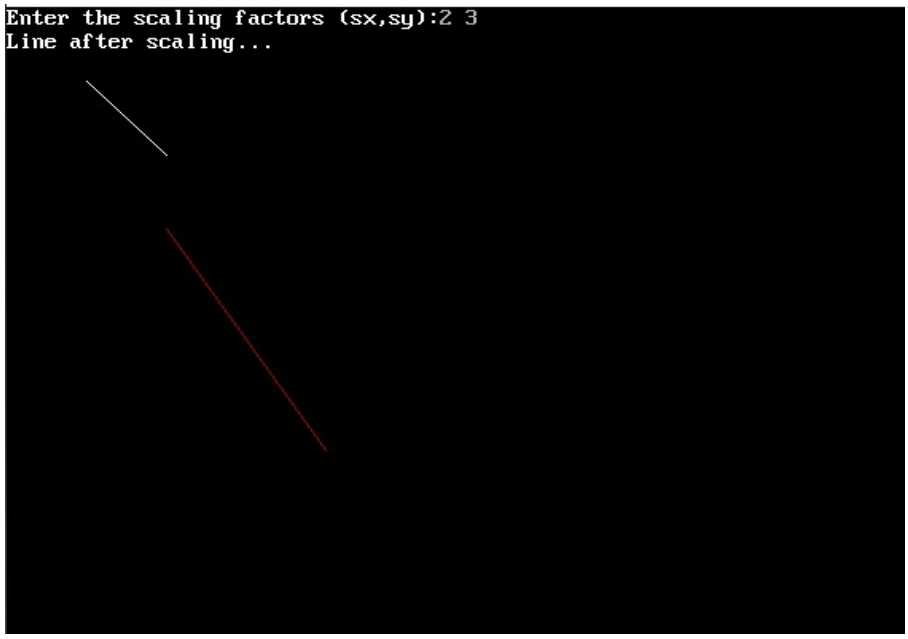


6B.

Practical 6b:

Code:

```
#include <graphics.h>
#include <stdio.h>
#include <stdlib.h>
void main()
{
 int graphdriver = DETECT, graphmode;
 int x1, y1, x2, y2;
 float sx, sy;
 int x3, y3, x4, y4;
 printf("Enter the coordinates of the line (x1, y1, x2, y2): ");
 scanf("%d%d%d%d", &x1, &y1, &x2, &y2);
 initgraph(&graphdriver, &graphmode, "C:\\TURBOC3\\BGI");
 line(x1, y1, x2, y2);
 printf("Enter the scaling factors (sx, sy): ");
 scanf("%f%f", &sx, &sy);
 x3 = x1 * sx;
 y3 = y1 * sy;
 x4 = x2 * sx;
y4 = y2 * sy;
 printf("Line after scaling...\n");
 setcolor(RED);
 line(x3, y3, x4, y4);
 getch();
 closegraph();
}
```



7A.

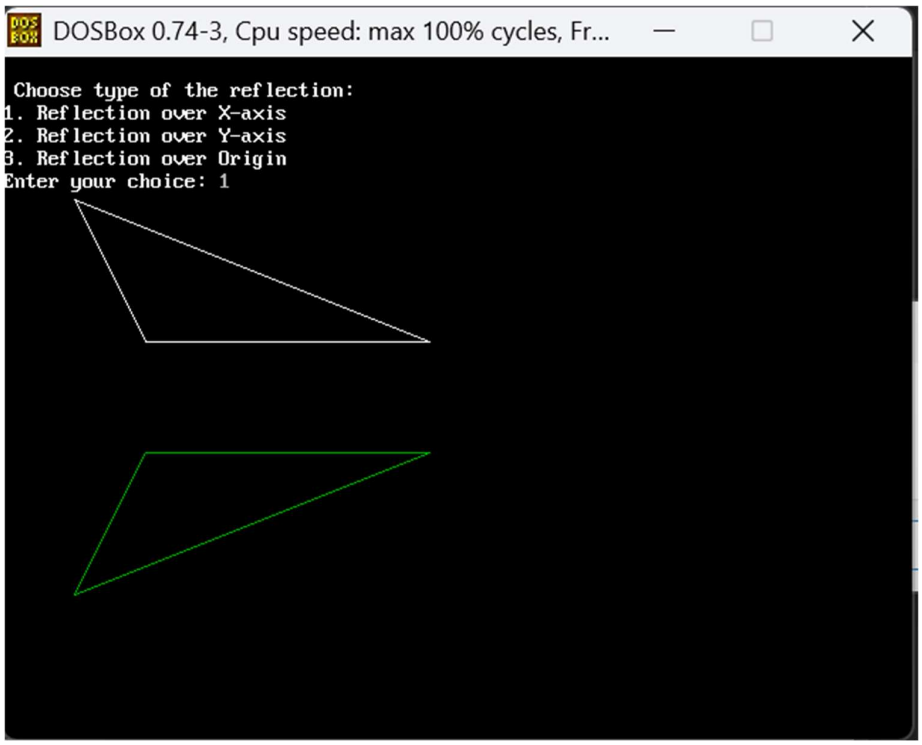
```
#include <stdlib.h>
#include <stdio.h>
#include <conio.h>
void main(){
 int graphdriver = DETECT, graphmode;
 int x1, y1, x2, y2, x3, y3;
 int xn1, yn1, xn2, yn2, xn3, yn3;
 int choice;
 int midX, midY;
 printf("Enter the coordinates of the triangle (x1, y1, x2, y2, x3, y3): ");
 scanf("%d%d%d%d%d%d", &x1, &y1, &x2, &y2, &x3, &y3);
 initgraph(&graphdriver, &graphmode, "C:\\TURBOC3\\BGI");
 midX = getmaxx() / 2;
 midY = getmaxy() / 2;
 line(x1, y1, x2, y2);
 line(x2, y2, x3, y3);
 line(x3, y3, x1, y1);
 printf("\nChoose the type of reflection:\n");
 printf("1. Reflection over X-axis\n");
 printf("2. Reflection over Y-axis\n");
 printf("3. Reflection over Origin\n");
 printf("Enter your choice: ");
 scanf("%d", &choice);
 switch (choice)
{case 1:
 xn1 = x1;
 yn1 = 2 * midY - y1;
 xn2 = x2;
 yn2 = 2 * midY - y2;
```

```
 xn3 = x3;
 yn3 = 2 * midY - y3;
 break;
 case 2:
 xn1 = 2 * midX - x1;
 yn1 = y1;
 xn2 = 2 * midX - x2;
 yn2 = y2;
 xn3 = 2 * midX - x3;
 yn3 = y3;
 break;
 case 3:
 xn1 = 2 * midX - x1;
 yn1 = 2 * midY - y1;
 xn2 = 2 * midX - x2;
 yn2 = 2 * midY - y2;
 xn3 = 2 * midX - x3;
 yn3 = 2 * midY - y3;
 break;
default:
 printf("Invalid choice\n");
 closegraph();
 exit(0);
 }
 setcolor(RED);
 line(xn1, yn1, xn2, yn2);
 line(xn2, yn2, xn3, yn3);
 line(xn3, yn3, xn1, yn1);
 getch();
 closegraph();
}
```

7B.

```
#include <graphics.h>
#include <stdlib.h>
#include <stdio.h>
#include <conio.h>
void main(){
 int graphdriver = DETECT, graphmode;
 int x1, y1, x2, y2, x3, y3;
 int xn1, yn1, xn2, yn2, xn3, yn3;
 int choice;
 int midX, midY;
 printf("Enter the coordinates of the triangle (x1, y1, x2, y2, x3, y3): ");
 scanf("%d%d%d%d%d%d", &x1, &y1, &x2, &y2, &x3, &y3);
 initgraph(&graphdriver, &graphmode, "C:\\TURBOC3\\BGI");
 midX = getmaxx() / 2;
 midY = getmaxy() / 2;
 line(x1, y1, x2, y2);
 line(x2, y2, x3, y3);
 line(x3, y3, x1, y1);
 printf("\nChoose the type of reflection:\n");
 printf("1. Reflection over X-axis\n");
 printf("2. Reflection over Y-axis\n");
 printf("3. Reflection over Origin\n");
 printf("Enter your choice: ");
 scanf("%d", &choice);
 switch (choice)
 {case 1:
 xn1 = x1;
 yn1 = 2 * midY - y1;
 xn2 = x2;
 yn2 = 2 * midY - y2;
```

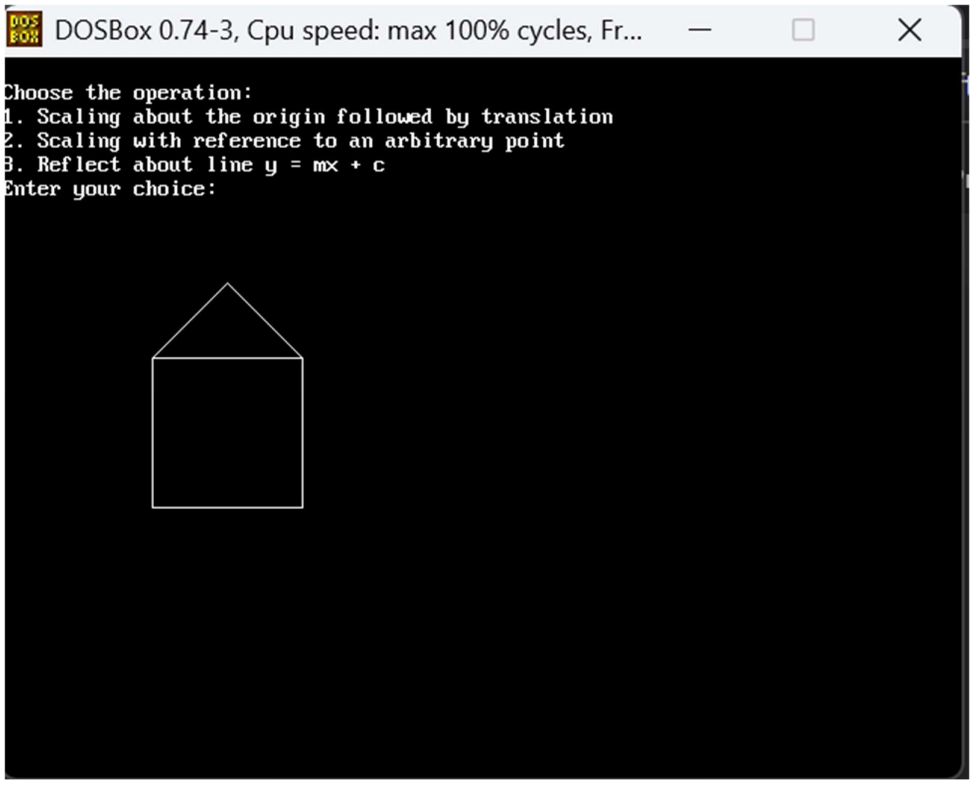
```
xn3 = x3;
yn3 = 2 * midY - y3;
break;
case 2:
xn1 = 2 * midX - x1;
yn1 = y1;
xn2 = 2 * midX - x2;
yn2 = y2;
xn3 = 2 * midX - x3;
yn3 = y3;
break;
case 3:
xn1 = 2 * midX - x1;
yn1 = 2 * midY - y1;
xn2 = 2 * midX - x2;
yn2 = 2 * midY - y2;
xn3 = 2 * midX - x3;
yn3 = 2 * midY - y3;
break;
default:
printf("Invalid choice\n");
closegraph();
exit(0);
}
setcolor(RED);
line(xn1, yn1, xn2, yn2);
line(xn2, yn2, xn3, yn3);
line(xn3, yn3, xn1, yn1);
getch();
closegraph();
}
```



7C.

```
#include <graphics.h>
#include <stdlib.h>
#include <stdio.h>
#include <conio.h>
void main(){
 int graphdriver = DETECT, graphmode;
 int x1, y1, x2, y2, x3, y3;
 int xn1, yn1, xn2, yn2, xn3, yn3;
 int choice;
 int midX, midY;
 printf("Enter the coordinates of the triangle (x1, y1, x2, y2, x3, y3): ");
 scanf("%d%d%d%d%d%d", &x1, &y1, &x2, &y2, &x3, &y3);
 initgraph(&graphdriver, &graphmode, "C:\\TURBOC3\\BGI");
 midX = getmaxx() / 2;
 midY = getmaxy() / 2;
 line(x1, y1, x2, y2);
 line(x2, y2, x3, y3);
 line(x3, y3, x1, y1);
 printf("\nChoose the type of reflection:\n");
 printf("1. Reflection over X-axis\n");
 printf("2. Reflection over Y-axis\n");
 printf("3. Reflection over Origin\n");
 printf("Enter your choice: ");
 scanf("%d", &choice);
 switch (choice)
 {case 1:
 xn1 = x1;
 yn1 = 2 * midY - y1;
 xn2 = x2;
 yn2 = 2 * midY - y2;
```

```
xn3 = x3;
yn3 = 2 * midY - y3;
break;
case 2:
xn1 = 2 * midX - x1;
yn1 = y1;
xn2 = 2 * midX - x2;
yn2 = y2;
xn3 = 2 * midX - x3;
yn3 = y3;
break;
case 3:
xn1 = 2 * midX - x1;
yn1 = 2 * midY - y1;
xn2 = 2 * midX - x2;
yn2 = 2 * midY - y2;
xn3 = 2 * midX - x3;
yn3 = 2 * midY - y3;
break;
default:
printf("Invalid choice\n");
closegraph();
exit(0);
}
setcolor(RED);
line(xn1, yn1, xn2, yn2);
line(xn2, yn2, xn3, yn3);
line(xn3, yn3, xn1, yn1);
getch();
closegraph();
}
```

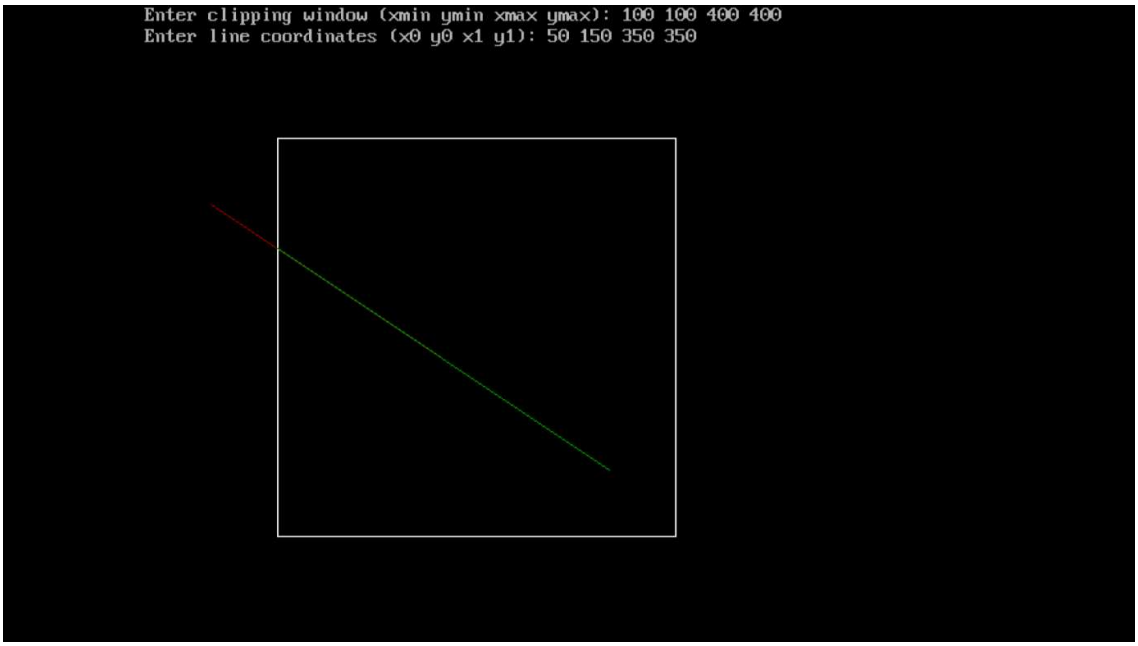


8A.

```
#include <graphics.h>
#include <conio.h>
#include <stdio.h>
#define TOP 8
#define BOTTOM 4
#define RIGHT 2
#define LEFT 1
int xmin, ymin, xmax, ymax;
int computeCode(int x, int y) {
 int code = 0;
 if (y > ymax) code |= TOP;
 if (y < ymin) code |= BOTTOM;
 if (x > xmax) code |= RIGHT;
 if (x < xmin) code |= LEFT;
 return code;
}
void cohenSutherlandClip(int x0, int y0, int x1, int y1) {
 int code0 = computeCode(x0, y0);
 int code1 = computeCode(x1, y1);
 int codeOut;
 int accept = 0;
 float x, y;
  while (1) {
 if ((code0 == 0) && (code1 == 0)) { // Both endpoints inside
 accept = 1;
 break;
 } else if (code0 & code1) { // Both endpoints share an outside region (completely
outside)
 break;
 } else {
```

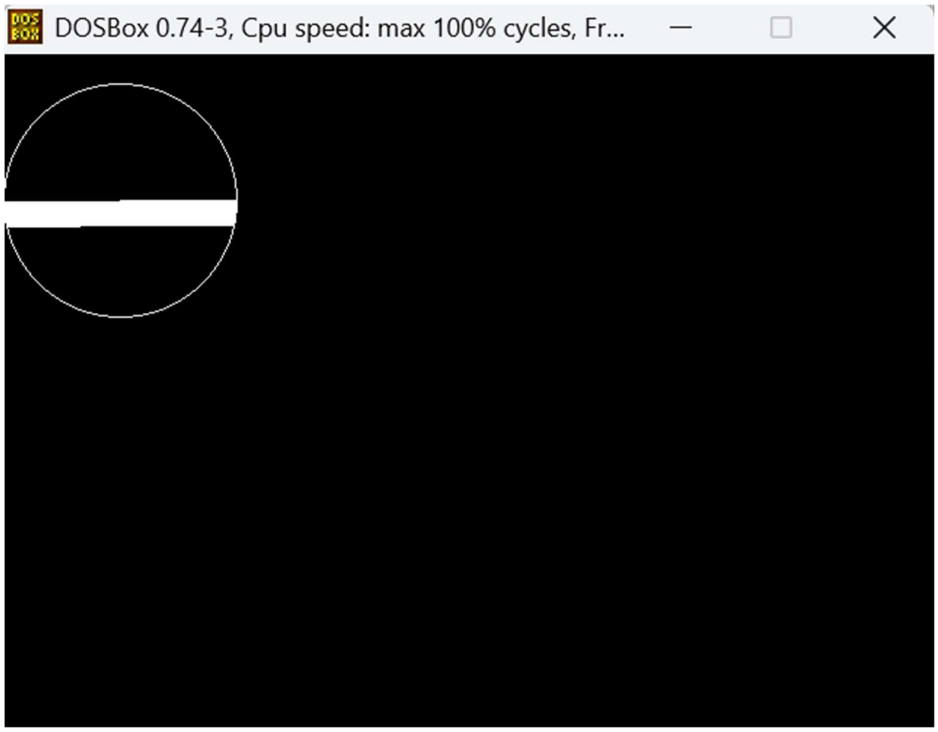
```
codeOut = code0 ? code0 : code1;
if (codeOut & TOP) {
x = x0 + (float)(x1 - x0) * (ymax - y0) / (y1 - y0);
y = ymax;
} else if (codeOut & BOTTOM) {
x = x0 + (float)(x1 - x0) * (ymin - y0) / (y1 - y0);
y = ymin;
} else if (codeOut & RIGHT) {
y = y0 + (float)(y1 - y0) * (xmax - x0) / (x1 - x0);
x = xmax;
} else if (codeOut & LEFT) {
y = y0 + (float)(y1 - y0) * (xmin - x0) / (x1 - x0);
x = xmin;
}
if (codeOut == code0) {
x0 = (int)x;
y0 = (int)y;
code0 = computeCode(x0, y0);
} else {
x1 = (int)x;
y1 = (int)y;
code1 = computeCode(x1, y1);
}
}
}
if (accept) {
setcolor(GREEN);
line(x0, y0, x1, y1);
}
}
void main() {
```

```
int gd = DETECT, gm;
int x0, y0, x1, y1;
initgraph(&gd, &gm, "C:\\Turboc3\\BGI");
printf("Enter clipping window (xmin ymin xmax ymax): ");
scanf("%d %d %d %d", &xmin, &ymin, &xmax, &ymax);
printf("Enter line coordinates (x0 y0 x1 y1): ");
scanf("%d %d %d %d", &x0, &y0, &x1, &y1);
// Draw clipping window
setcolor(WHITE);
rectangle(xmin, ymin, xmax, ymax);
 setcolor(RED);
line(x0, y0, x1, y1);
getch();
// Perform clipping and draw the result
cohenSutherlandClip(x0, y0, x1, y1);
getch();
closegraph();
}
```



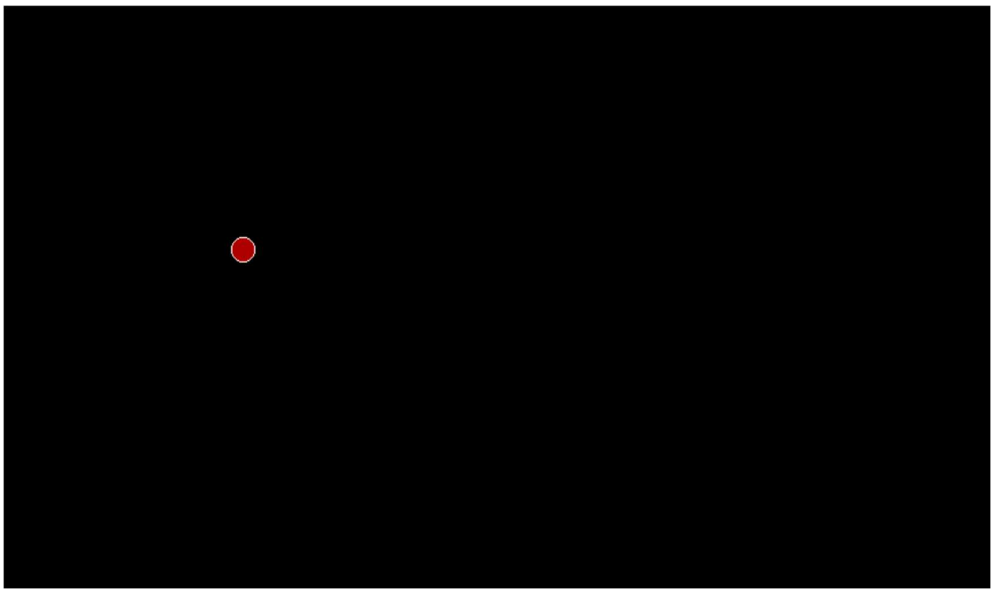
9A.

```
#include <graphics.h>
#include <stdio.h>
#include <conio.h>
#include <dos.h>
void customFloodFill(int x, int y, int oldcolor, int newcolor) {
 if (getpixel(x, y) == oldcolor) {
 delay(20);
 putpixel(x, y, newcolor);
 customFloodFill(x + 1, y, oldcolor, newcolor);
 customFloodFill(x - 1, y, oldcolor, newcolor);
 customFloodFill(x, y + 1, oldcolor, newcolor);
 customFloodFill(x, y - 1, oldcolor, newcolor);
 }
}
void main() {
 int gd = DETECT, gm;
 int x, y, radius;
 printf("Enter x and y position for circle: ");
 scanf("%d %d", &x, &y);
 printf("Enter radius of circle: ");
 scanf("%d", &radius);
 initgraph(&gd, &gm, "C:\\Turboc3\\BGI");
 circle(x, y, radius);
 customFloodFill(x, y, BLACK, WHITE);
 getch();
 closegraph();
}
```



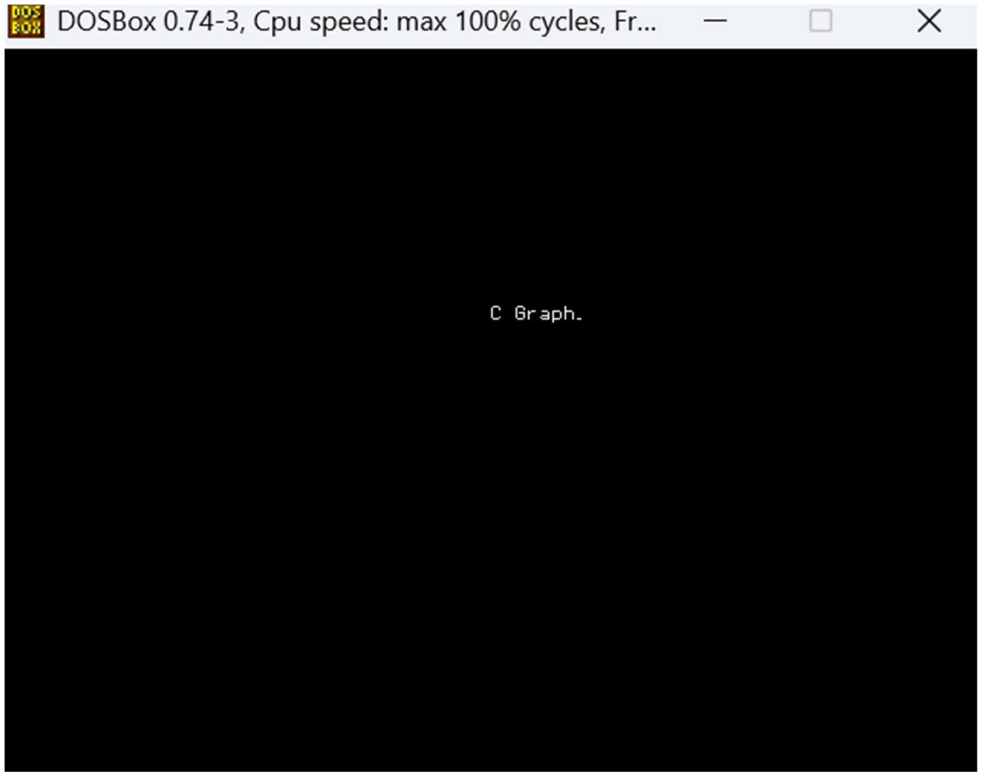
9B.

```
#include <graphics.h>
#include <stdio.h>
#include <conio.h>
#include <dos.h>
void boundaryFill(int x, int y, int fillColor, int boundaryColor) {
 if (getpixel(x, y) != boundaryColor && getpixel(x, y) != fillColor) {
 delay(20);
 putpixel(x, y, fillColor);
 boundaryFill(x + 1, y, fillColor, boundaryColor);
 boundaryFill(x - 1, y, fillColor, boundaryColor);
 boundaryFill(x, y + 1, fillColor, boundaryColor);
 boundaryFill(x, y - 1, fillColor, boundaryColor);
 }
}
void main() {
 int gd = DETECT, gm;
 int x, y, radius;
 printf("Enter x and y
position for circle: ");
 scanf("%d %d", &x, &y);
 printf("Enter radius of
circle: ");
 scanf("%d", &radius);
 initgraph(&gd, &gm,
"C:\\Turb
  circle(x, y, radius);
 boundaryFill(x, y, RED, WHITE);
 getch();
 closegraph();
}
```



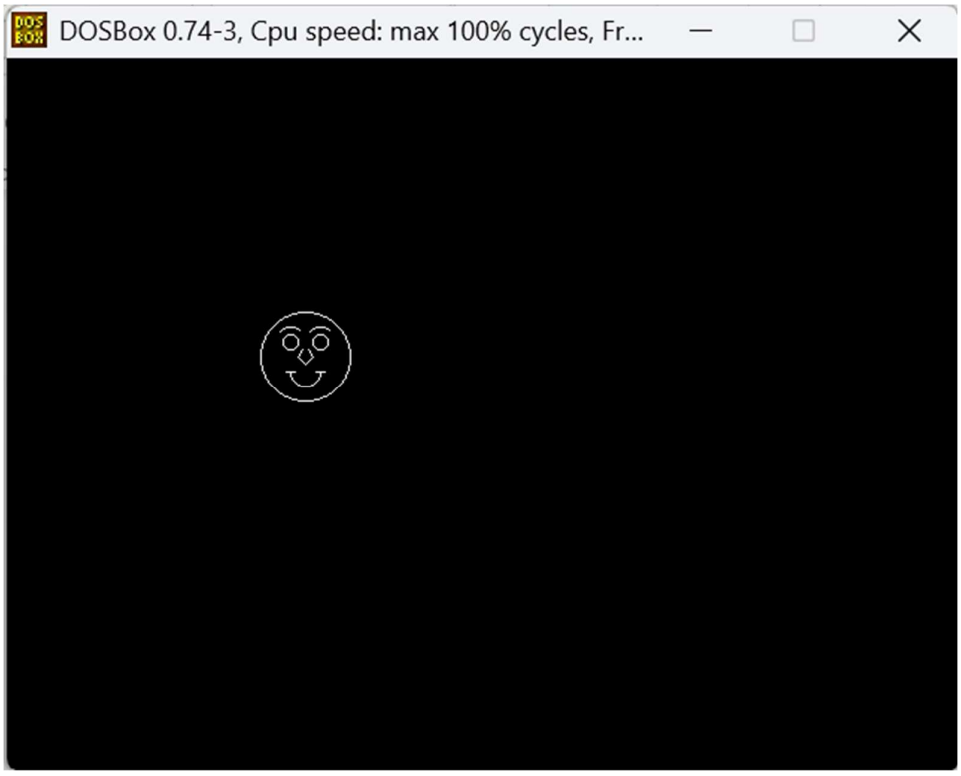
10A.

```
#include<graphics.h>
#include<conio.h>
#include<stdio.h>
#include<dos.h>
void main()
{
int gd=DETECT,gm,i,maxx,maxy,key0;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
maxx=getmaxx();
maxy=getmaxy();
while(!kbhit())
{
for(i=0;i<maxy;i++)
{
cleardevice();
settextstyle(2,0,5);
outtextxy(maxx/2,i,"C Graphics");
delay(100);
}
}
getch();
}
```



10B.

```
#include<graphics.h>
#include<conio.h>
#include<stdio.h>
void main()
{
int gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
circle(200,200,30);
circle(190,190,5);
arc(190,190,50,130,10);
circle(210,190,5);
arc(210,190,50,130,10);
arc(200,210,180,360,10);
line(187,210,193,210);
line(207,210,213,210);
line(198,195,195,200);
line(202,195,205,200);
line(195,200,200,205);
line(205,200,200,205);
getch();
closegraph();
}
```



10C.

```
#include<graphics.h>
#include <graphics.h>
#include <dos.h>
#include <conio.h>
void main() {
 int i, j = 0, gd = DETECT, gm;
 initgraph(&gd, &gm, "C:\\Turboc3\\BGI");
 settextstyle(DEFAULT_FONT, HORIZ_DIR, 2);
 outtextxy(25, 240, "Press any key to view the moving car");
 getch();
 for (i = 0; i <= 420; i += 10, j++) {
 setcolor(j % 16);
 rectangle(50 + i, 275, 150 + i, 400);
 rectangle(150 + i, 350, 200 + i, 400);
 circle(75 + i, 410, 10);
 circle(175 + i, 410, 10);
 delay(100);
 if (i < 420) {
 setcolor(BLACK);
 rectangle(50 + i, 275, 150 + i, 400);
 rectangle(150 + i, 350, 200 + i, 400);
 circle(75 + i, 410, 10);
 circle(175 + i, 410, 10);
 }
 }
 getch();
 closegraph();
}
```