#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");

line(50,100,50,150);

line(50,100,200,100);

line(50,150,200,150);

line(200,100,200,50);

line(200,150,200,200);

line(200,50,300,120);

line(200,200,300,120);

getch();

closegraph();

}

