PRACTICAL NO 1

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\TC\BIN\*.CPP");

rectangle(100,200,250,300);

circle(120,320,20);

circle(230,320,20);

getch();

closegraph();

} 