#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<math.h>

void main()

{

int gd=DETECT,gm;

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

rectangle(50,50,250,150);

rectangle(10,10,300,200);

line(120,200,10,250);

line(180,200,270,250);

rectangle(1,250,285,265);

getch();

closegraph();

}

