Using BGI (Borland Graphics Interface) With Dev 4 = winbgim Library

In the name of the library, "winbgim", "win" = windows and "bgi" = Borland Graphics Interface.

1. Go to the website: www.geocities.com/uniqueness_template

2. Find the heading: Dev-C++ User F.A.Q. Then: "How Do I use Borland Graphics ...?"

3. Download the following files as directed.

winbgim.h	download to:	/Dev-C++/include
winbgim.cpp	download to:	/Dev-C++/include
libbgi.a	download to:	/Dev-C++/lib

4. Create a new project called BGI.dev

5. Project –> Project Options –> "Further object files or linker options"
   --> Enter a space between the next two entries –> Enter: -lbgi -lgdi32 –> Click "OK"

6. #include <winbgim>

7. See www.cs.colorado.edu/~main/bgi/doc/ for documentation by the developer, Michael Main.

Sample Program from: Lambert, Kenneth and Nance, Douglas. Fundamentals of C++: Understanding Programming and Problem Solving. 1998. (South-Western Educational Publishing. Cincinnati, Ohio). Pages 56-57.

Note: Source code in 2002 at SWC H.S. is at: Z:\BookCode\Lambert\CH2\MULLYER.CPP

```
// Program file: mullyer.cpp

// Displays the image that causes
the Muller-Lyer illusion

#include <winbgim.h>
#include <cstdlib>

int main()
{
   // Set the graphics mode

    initwindow(400,300);

   // Draw the two-headed arrow

   moveto(30, 30);
   lineto(180, 30);
   moveto(30, 30);
   lineto(60, 0);
   moveto(30, 30);
   lineto(60, 60);
   moveto(180, 30);
   lineto(150, 0);
   moveto(180, 30);
   lineto(150, 60);

   // Draw the two-tailed arrow

   moveto(30, 100);
   lineto(180, 100);
   moveto(30, 100);
   lineto(0, 70);
   moveto(30, 100);
   lineto(0, 130);
   moveto(180, 100);
   lineto(210, 70);
   moveto(180, 100);
   lineto(210, 130);

   // Label the drawing

   moveto(0, 250);
   outtext("The Muller-Lyer illusion");

   // Pause for a key to be pressed

   moveto(200, 300);
   outtext("Strike any key to continue");
   while(!kbhit());

   // Close the graphics mode

   closegraph();
   return 0;
}  // end main
```