A PROGRAM TO PRODUCE ANIMATION EFFECT OF TRIANGLE TRANSFORM INTO SQUARE AND THEN INTO CIRCLE:

ALGORITHM:

1. START
2. INITIALIZE THE GRAPHICS.
3. SET THE COLOUR OF THE TRIANGLE.
4. DRAW THE POLYNOMIAL FROM THE TRIANGLE. 5. SET ITS COLOUR AND THEN TRANSFORM WHOLE INTO A CIRCLE AND FILL IN SOME COLOURS.
6. STOP.

SOURCE CODE:

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
int main()
{
int gd=DETECT,gm,poly[8],c;
initgraph(&gd,&gm,(char *)"");
poly[0]=250;
poly[1]=200;
poly[2]=200;
poly[3]=300;
poly[4]=300;
poly[5]=300;
poly[6]=250;
poly[7]=200;
setcolor(6);
setfillstyle(SOLID_FILL,11);
fillpoly(4,poly);
for(c=1;c<=50;c++)
{
poly[0]--;
poly[6]++;
drawpoly(4,poly);
delay(100);
}
```

```c
for(c=1;c<=25;c++)
{
setcolor(6);
circle(250,250,75-c);
//floodfill(1,1,10);
delay(100);
}
getch();
return 0;
}
```