Experiment: 6

PROGRAM FOR TOSSING UP A COIN:

ALGORITHM:

1. START

2. DETECT THE GRAPHS AND ALSO INITIALIZE THE GRAPHICS.

3. DRAW THE ELLIPSE AND WRITE TWO VALUES IN IT HEAD AND TAIL

4. FILL THE COLOR IN ELLIPSE

5. IF VALUE IN COIN MATCH THE PLAYER VALUE PLAYER WILL WON

6. STOP.

SOURCE CODE

```c
#include<conio.h>

#include<process.h>

#include<graphics.h>

#include<dos.h>

#include<math.h>

#include<stdlib.h>

#include<ctype.h>

#include<stdio.h>

#include<time.h>
```

```c
main()
{
int gd = DETECT, gm, errorcode;
int y2=240,y1=40;
int k;
int flag=0;
int flag1=0;
char ch;
int f;
time_t t;
initgraph(&gd,&gm,(char*)"");  setfillstyle(1,7);
setcolor(7);
fillellipse (320,y2,40,y1);
while(y2<320)
{
while(kbhit())
ch=getch();
setcolor(0);
cleardevice();
setbkcolor(0);
fillellipse(320,y2,40,y1);
if (ch==' ')
exit(0);
if (y1==0)
flag1=1;
if (y1==40)
flag1=0;
if (flag1==0)
y1-=5;
if (flag1==1)
```

```c
y1+=5;
if (y2==100)
flag=1;
if(y2==300)
flag=2;
if(flag==0)
y2--;
if(flag==1)
y2++;
if(flag==2)
goto again;
setcolor(7);
fillellipse(320,y2,40,y1);  delay(5);
}
again:
setcolor(10);
int randomize();
srand((unsigned) time(&t));
    k = rand()%100;
    printf("%d\n", k);
if (k<=50)
outtextxy(306,298,"HEAD");
else
outtextxy(306,298,"TAIL");
getch();
return 0;
}
```