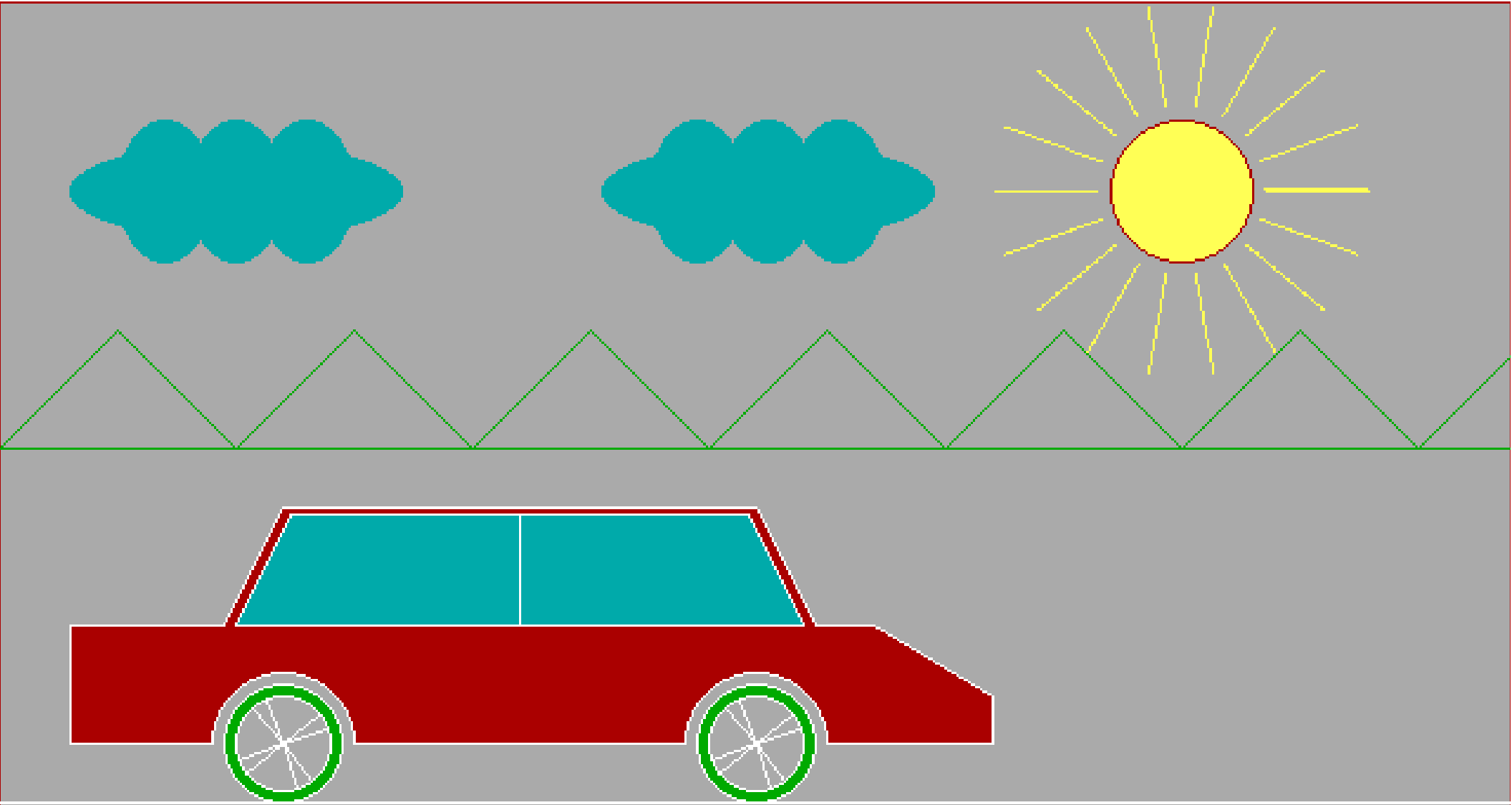
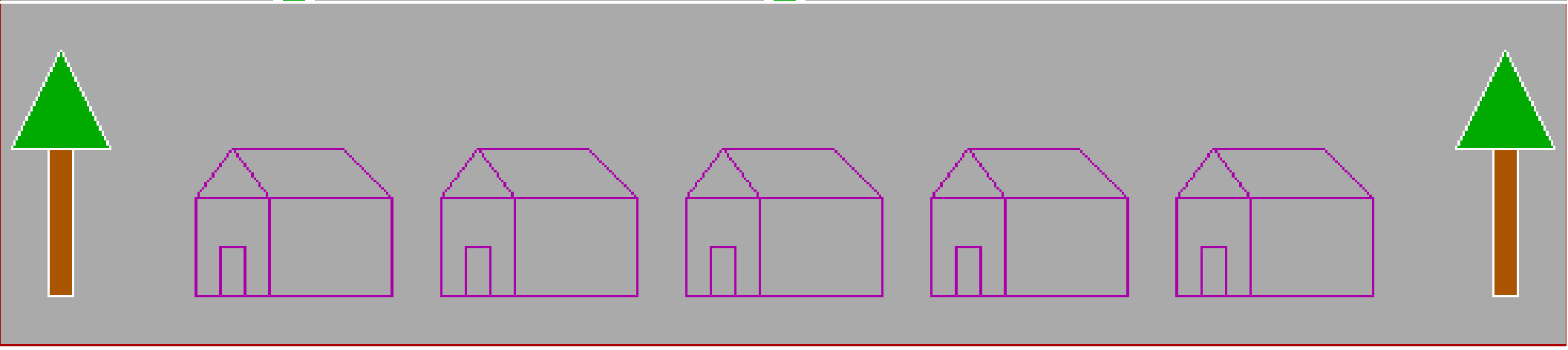
Functions Used

- void initgraph(int *graphdriver, int *graphmode, char *pathtodriver);
- void cleardevice();
- void setbkcolor(int color);
- int getmaxy();
- void putpixel(int x, int y, int color);
- void line(int x1, int y1, int x2, int y2);
- void rectangle(int left, int top, int right, int bottom);
- void circle(int x, int y, int radius);
- void ellipse(int x, int y, int stangle, int endangle, int xradius, int yradius);
- void arc(int x, int y, int stangle, int endangle, int radius);

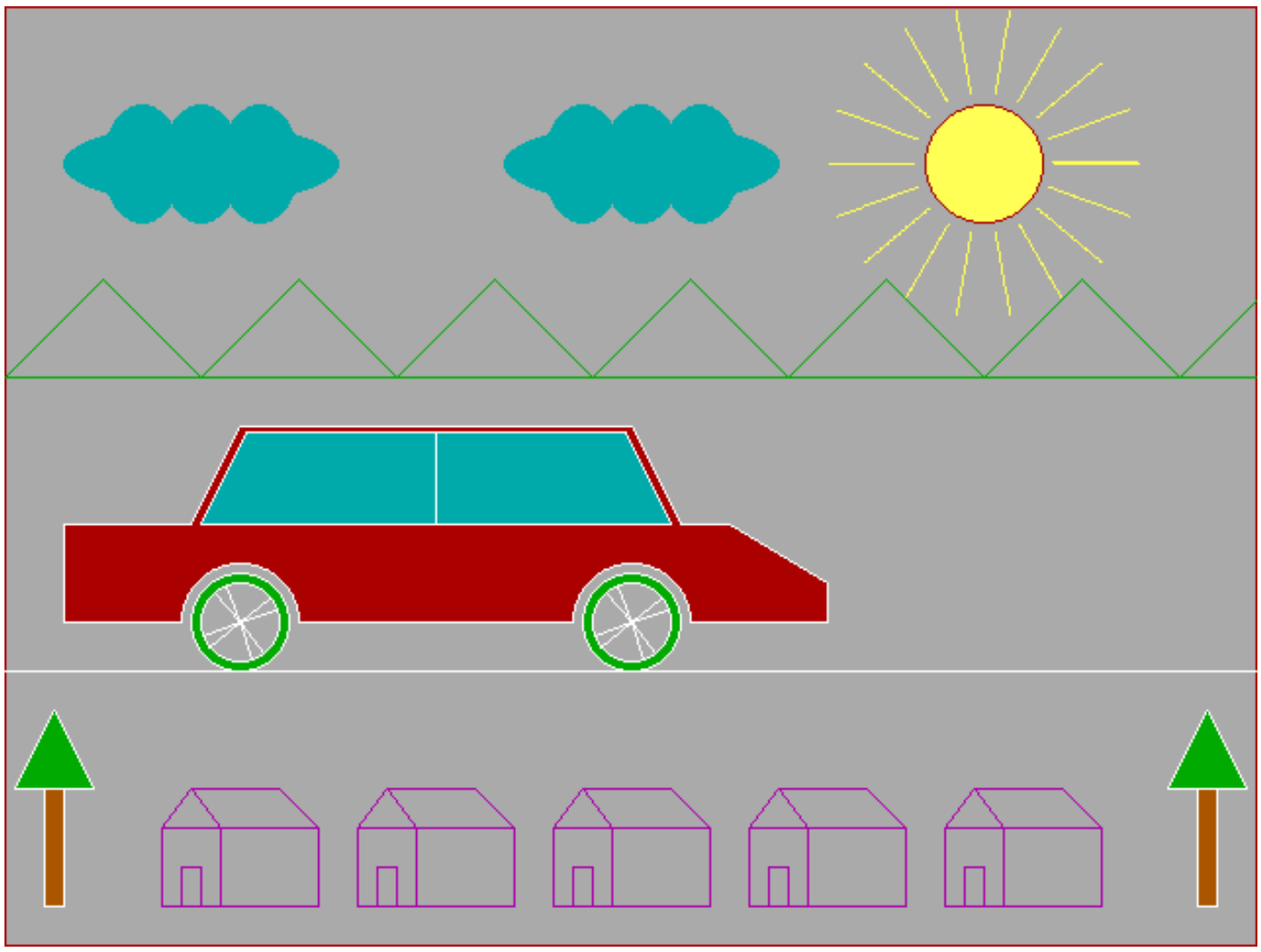
Functions Used

- void pieslice(int x, int y, int s_angle,int e_angle, int r);
- void setcolor(int color);
- void fillellipse(int x, int y, int xradius, int yradius);
- void setfillstyle(int pattern, int color);
- void floodfill(int x, int y, int border);
- double sin(double x)
- double cos(double x)
- void delay(unsigned int);
- void closegraph();

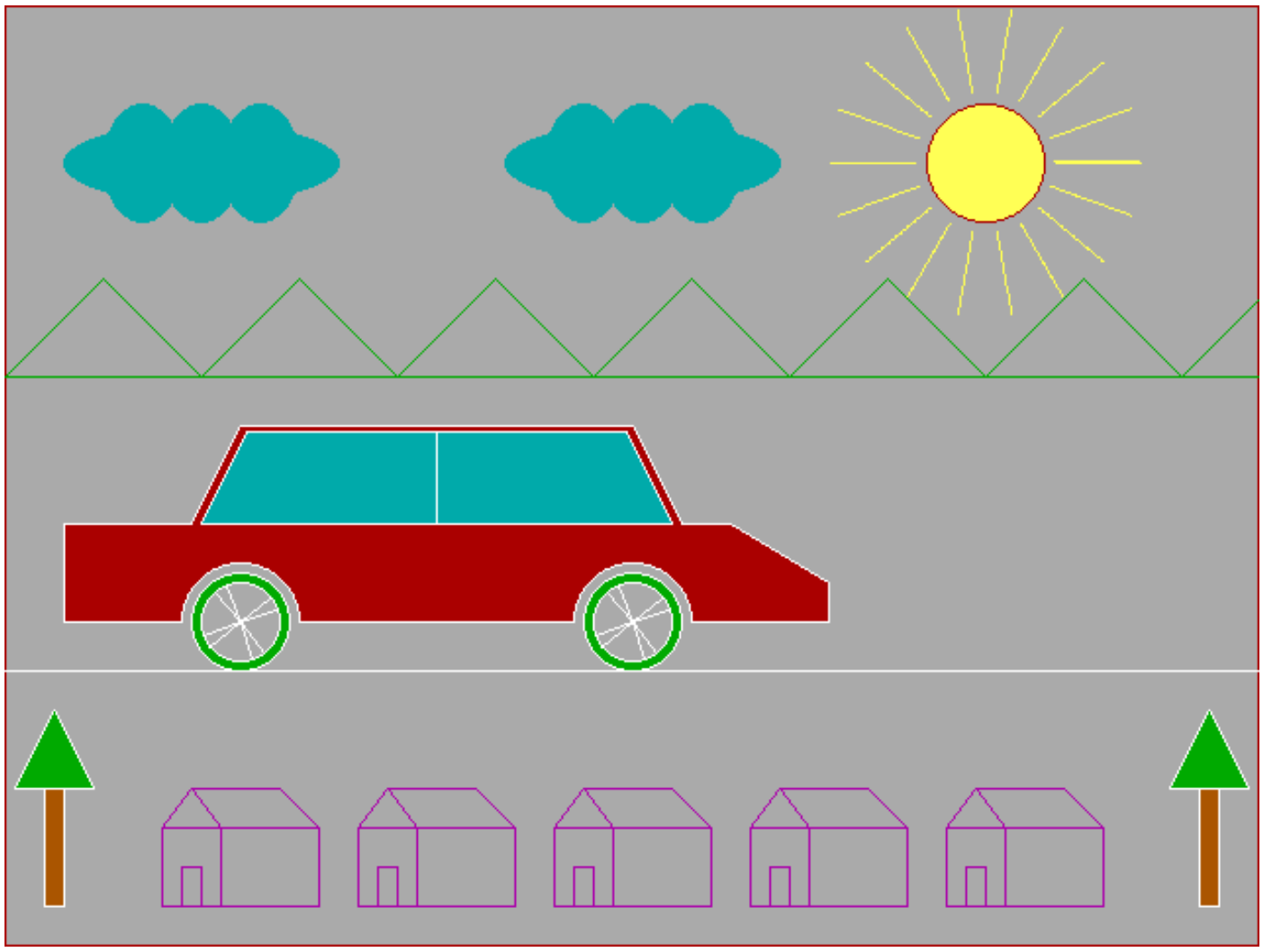




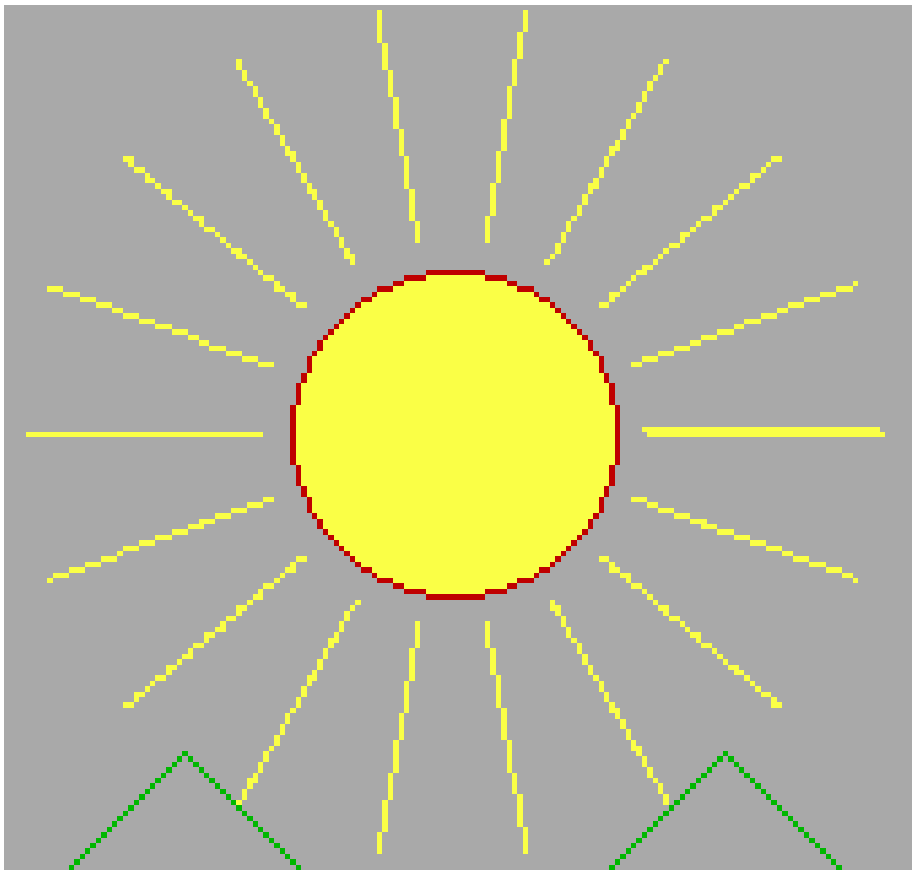
User Defined Functions



draw_border()

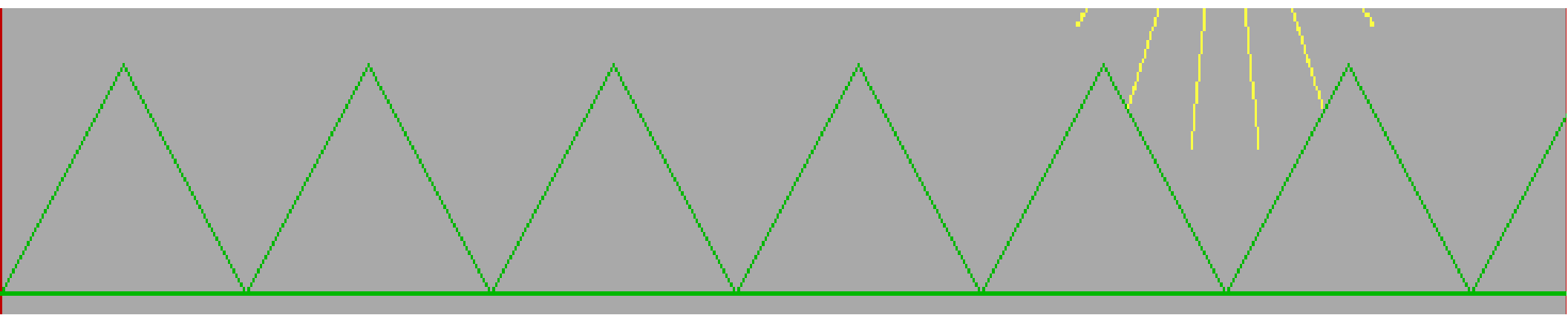


draw_sun()

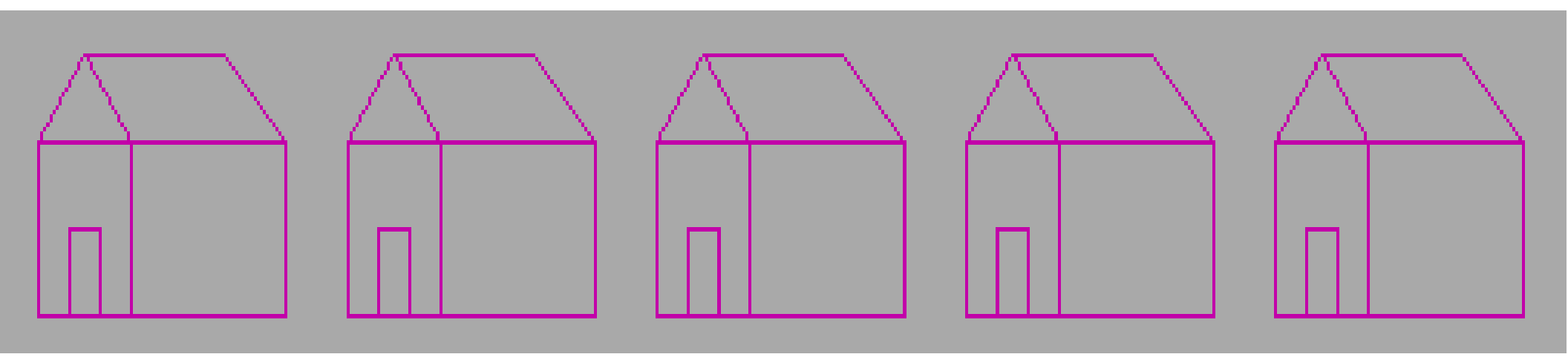


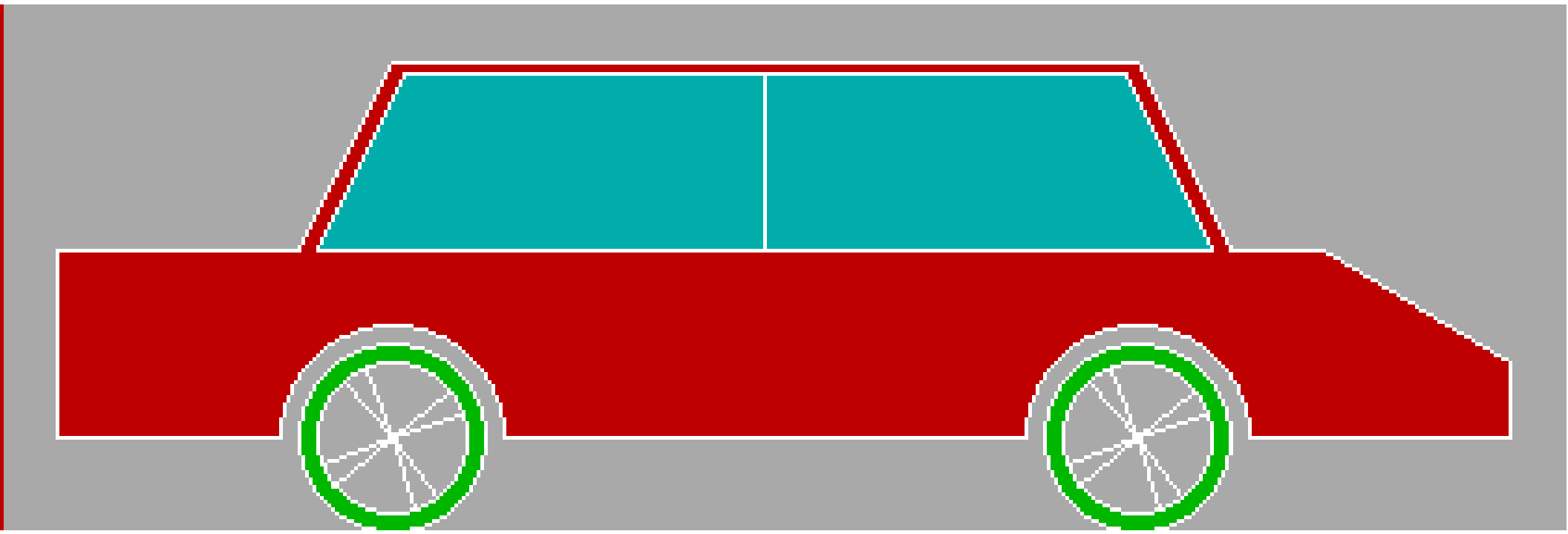
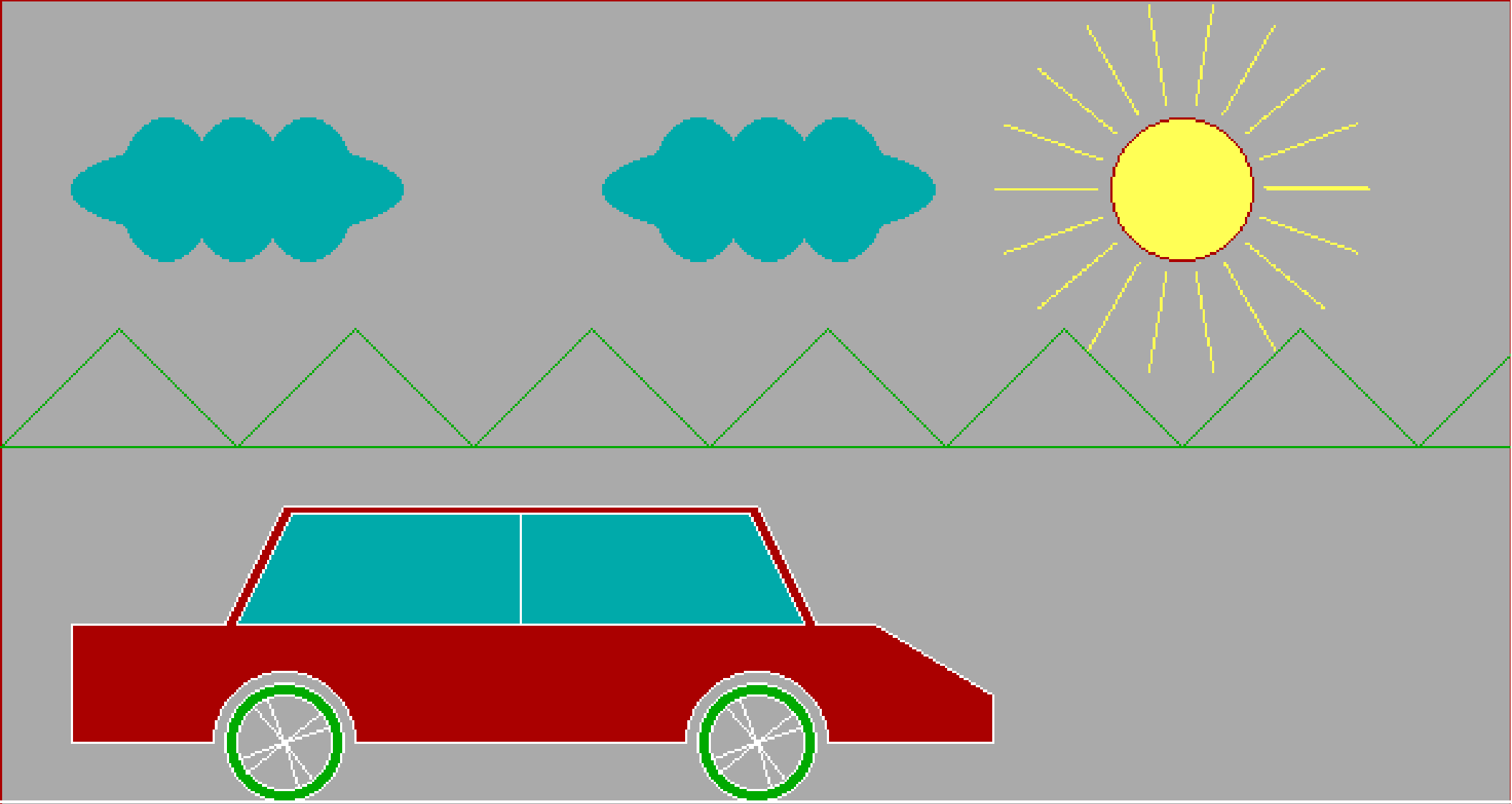
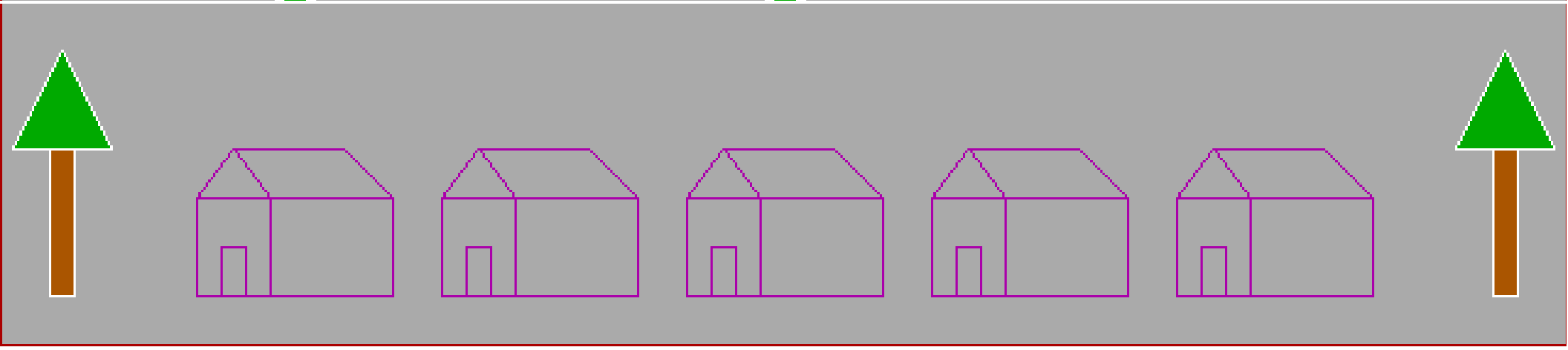
draw_clouds()

draw_mountains()



draw_houses()



draw_trees()

draw_car(i,max_x,mid_y,s)