

```
#include <graphics.h>
```

```
#include <stdio.h>
```

```
void draw_moving_car(void) {
```

```
    int i, j = 0, gd = DETECT, gm;
```

```
    initgraph(&gd, &gm, "C:\\TC3\\BGI");
```

```
    for (i=0;i<=420;i=i+10)
```

```
    {
```

```
        setcolor(WHITE);
```

```
        line(0 + i, 300, 210 + i, 300);
```

```
        line(50 + i, 300, 75 + i, 270);
```

```
        line(75 + i, 270, 150 + i, 270);
```

```
        line(150 + i, 270, 165 + i, 300);
```

```
        line(0 + i, 300, 0 + i, 330);
```

```
        line(210 + i, 300, 210 + i, 330);
```

```
        circle(65 + i, 330, 15);
```

```
        circle(65 + i, 330, 2);
```

```
        circle(145 + i, 330, 15);
```

```
        circle(145 + i, 330, 2);
```

```
        line(0 + i, 330, 50 + i, 330);
```

```
        line(80 + i, 330, 130 + i, 330);
```

```
        line(210 + i, 330, 160 + i, 330);
```

```
        delay(100);
```

```
        setcolor(BLACK);
```

```
        line(0 + i, 300, 210 + i, 300);
```

```
        line(50 + i, 300, 75 + i, 270);
```

```
        line(75 + i, 270, 150 + i, 270);
```

```
        line(150 + i, 270, 165 + i, 300);
```

```
        line(0 + i, 300, 0 + i, 330);
```

```
        line(210 + i, 300, 210 + i, 330);
```

```
        circle(65 + i, 330, 15);
```

```
        circle(65 + i, 330, 2);
```

```
        circle(145 + i, 330, 15);
```

```
        circle(145 + i, 330, 2);
```

```
        line(0 + i, 330, 50 + i, 330);
```

```
        line(80 + i, 330, 130 + i, 330);
```

```
        line(210 + i, 330, 160 + i, 330);
```

```
    }
```

```
    getch();
```

```
    closegraph();
```

```
}
```

```
int main()
```

```
{
```

```
    draw_moving_car();
```

```
    return 0;
```

```
}
```