

AIM: Write a program to draw different graphic entitles (i.e Polygons)

### PROGRAM

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

void main()
{
    int gd=DETECT,gm;
    int
    rectangle[]={ 10,10,10,80,60,80,60,10,
    10,10};
    int
    triangle[]={ 115,10,90,80,140,80,115,1
    0};
    int
    pentagon[]={ 170,35,193,10,222,35,20
    9,80,183,80,170,35};
```

```
int
hexagon[]={ 23,110,48,110,60,135,48,
160,23,160,10,135,23,110};
initgraph(&gd,&gm,"C:\\TURBOC3\\
BGI");
drawpoly(5,rectangle);
drawpoly(4,triangle);
drawpoly(6,pentagon);
drawpoly(7,hexagon);

outtextxy(5,85," Rectangle");
outtextxy(85,85,"Triangle");
outtextxy(170,85,"Pentagon");
outtextxy(10,165,"Hexagon");

outtextxy(95,115,"Practical No: 8");
outtextxy(95,130,"Omkar
Deshpande");
outtextxy(95,145,"SE-CSE-1");
outtextxy(95,160,"Roll No: 25");
getch();
closegraph();
}
```

### OUTPUT



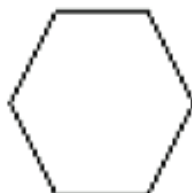
**Rectangle**



**Triangle**



**Pentagon**



**Hexagon**

**Practical No: 8**  
**Omkar Deshpande**  
**SE-CSE-1**  
**Roll No: 25**