

Implement Character Generation method : Bit Map method

```
#include <stdio.h>

#include <conio.h>

#include <graphics.h>

int main()

{

    int i,j,k,x,y;

    int gd=DETECT,gm;//DETECT is macro defined in graphics.h

    /* ch1 ch2 ch3 ch4 are character arrays that display alphabets */

    int ch1[][10]={ {1,1,1,1,1,1,1,1,1,1},

                    {1,1,1,1,1,1,1,1,1,1},

                    {0,0,0,0,1,1,0,0,0,0},

                    {0,0,0,0,1,1,0,0,0,0},

                    {0,0,0,0,1,1,0,0,0,0},

                    {0,0,0,0,1,1,0,0,0,0},

                    {0,0,0,0,1,1,0,0,0,0},

                    {0,1,1,0,1,1,0,0,0,0},

                    {0,1,1,0,1,1,0,0,0,0},

                    {0,0,1,1,1,0,0,0,0,0}};

    int ch2[][10]={ {0,0,0,1,1,1,1,0,0,0},

                    {0,0,1,1,1,1,1,0,0,0},

                    {1,1,0,0,0,0,0,0,1,1},

                    {1,1,0,0,0,0,0,0,1,1},

                    {1,1,0,0,0,0,0,0,1,1},
```

```
{1,1,0,0,0,0,0,0,1,1},  
{1,1,0,0,0,0,0,0,1,1},  
{1,1,0,0,0,0,0,0,1,1},  
{0,0,1,1,1,1,1,1,0,0},  
{0,0,0,1,1,1,1,0,0,0}};
```

```
int ch3[][10]={ {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,1,1,1,1,1,1,1,1},  
  
                {1,1,1,1,1,1,1,1,1,1},  
  
                {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,0,0,0,0,0,0,1,1}};
```

```
int ch4[][10]={ {1,1,0,0,0,0,0,0,1,1},  
  
                {1,1,1,1,0,0,0,0,1,1},  
  
                {1,1,0,1,1,0,0,0,1,1},  
  
                {1,1,0,1,1,0,0,0,1,1},  
  
                {1,1,0,0,1,1,0,0,1,1},  
  
                {1,1,0,0,0,1,1,0,1,1},  
  
                {1,1,0,0,0,1,1,0,1,1},  
  
                {1,1,0,0,0,0,1,1,1,1},
```

```

        {1,1,0,0,0,0,0,0,1,1}};

initgraph(&gd,&gm," ");//initialize graphic mode

setbkcolor(LIGHTGRAY);//set color of background to darkgray

for(k=0;k<4;k++)

{

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

    {

        for(j=0;j<10;j++)

        {

            if(k==0)

            {

                if(ch1[i][j]==1)

                    putpixel(j+250,i+230,RED);

            }

            if(k==1)

            {

                if(ch2[i][j]==1)

                    putpixel(j+300,i+230,RED);

            }

            if(k==2)

            {

                if(ch3[i][j]==1)

                    putpixel(j+350,i+230,RED);

            }

        }

    }

}

```

```
        if(k==3)
        {
            if(ch4[i][j]==1)
                putpixel(j+400,i+230,RED);
        }
    }
    delay(200);
}

getch();
closegraph();
}
```

J O H N

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