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Roll no :- 53
#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
  int ch1[][10]=
{
\{0,0,0,0,1,1,0,0,0,0,0\},\
            \{0,0,0,0,1,1,0,0,0,0,0\},\
            \{0,0,0,0,1,1,0,0,0,0,0\},\
            \{0,0,0,0,1,1,0,0,0,0,0\},\
            \{0,0,0,0,1,1,0,0,0,0,0\},
            \{0,1,1,0,1,1,0,0,0,0,0\},
            \{0,1,1,0,1,1,0,0,0,0,0\},\
\{0,0,1,1,1,0,0,0,0,0,0\}\};
int ch2[][10]=
\{0,0,0,1,1,1,1,0,0,0,0\},
            \{0,0,1,1,1,1,1,1,0,0\},\
            \{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\},
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\{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\},\
\{0,0,0,1,1,1,1,0,0,0,0\}\};
 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\},\
             \{1,1,0,0,0,0,0,0,1,1\},
             \{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\},\
             \{1,1,0,0,1,1,0,0,1,1\},\
             \{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\},
\{1,1,0,0,0,0,0,0,1,1\}\};
```

```
initgraph(&gd,&gm," ");//ini alize 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();
}
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J O H N