1. copy & paste "graphics.h" and "winbgim.h" into compiler include folder.
2. copy & paste libbgi.a file into compiler lib folder.
3. Now open code::blocks.
4. Go to settings -> Compiler -> Linker settings
5. Left side Linker libraries click add, and browse the file "libbgi.a" and add. In my pc this is "C:\Program Files (x86)\CodeBlocks\MinGW\lib\libbgi.a"
6. In Right side Other linker options text field copy paste this, "-lbgi -lgdi32 -lcomdlg32 -luuid -loleaut32 -lole32" (without quotes)
7. Press ok.