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Roll Number-11

Input-

```
#include<iostream>
```

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

```
#include<math.h>
```

```
using namespace std;
```

```
class A{
```

```
    public:
```

```
        void function(){
```

```
        };
```

```
};
```

```
class abc:public A{
```

```
    public:
```

```
        void function()
```

```
        {
```

```
            float x=1 ,y=0.00000,j=0.5,count=0.1;
```

```
float r=20;
setcolor(14);

line(0,500,1100,500);

for(int k=0;k<=7;k++)
{
    for(float i=90;i<270;i+=10)
    {
        float angle=(i*M_PI)/180;
        y=cos(angle)/j;
        if(y>0)
            y=-y;
        x+=5;

        setcolor(14);
        setfillstyle(1,14);
        circle(x,y*100+480,r);
        floodfill(x,y*100+480,14);
        delay(60);
        setcolor(0);
        setfillstyle(1,0);
        circle(x,y*100+480,r);
```

```
        floodfill(x,y*100+480,0);
    }
    j+=count;
    count+=0.1;
}
};
```

```
int main()
{
    initwindow(1300,700);
    abc o;
    A obj;
    obj.function();
    o.function();
    //o.function();
    getch();
    closegraph();

}
```

Output-

