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| --- | --- | --- | --- | --- |
|  | #include<conio.h>  #include<graphics.h>  #include<dos.h>  //Animation  void Helicopter();  void Letters();  void Go();  void Close();  void main()  {      int gd=DETECT, gm;    initgraph(&gd, &gm,"C://TurboC3/BGI");    Letters();    Go();    Helicopter();    Close();    getch();    closegraph();  }   void Letters(){    for(int i=0;i<50;i++){      settextstyle(3,HORIZ\_DIR,4);      outtextxy(80,150,"An animation is going to happen...");      settextstyle(3,HORIZ\_DIR,10);      outtextxy(250,200,"3");      setcolor(RED);      delay(30);      cleardevice();      }   for(int j=0;j<30;j++){      settextstyle(3,HORIZ\_DIR,4);      outtextxy(80,150,"An animation is going to happen...");      settextstyle(3,HORIZ\_DIR,10);      outtextxy(250,200,"2");      setcolor(YELLOW);      delay(50);      cleardevice();      }   for(int k=0;k<20;k++){      settextstyle(3,HORIZ\_DIR,4);      outtextxy(80,150,"An animation is going to happen...");      settextstyle(3,HORIZ\_DIR,10);      outtextxy(250,200,"1");      setcolor(GREEN);      delay(50);      cleardevice();      }   }   //This Go is only to make it stand for some time   void Go(){  //........... For Background .........   for(int l=0;l<50;l++){    //Road    line(0,392,900,392);    //Garage    rectangle(0,392,180,300);    line(180,300,220,320);    //mountain    line(0,199,200,100);    arc(220,157,49,118,60);    line(259,112,460,300);    line(353,200,600,60);    arc(625,115,49,118,60);    //Sun    arc(356,200,33,139,40);    line(327,169,300,140);    line(335,165,322,148);    line(345,162,327,129);    line(355,160,348,137);    line(365,161,367,124);    line(375,164,382,137);    line(381,168,410,134);    line(387,172,413,157);    int b=0; //Speed of y-axis of helicoptor    int c=0; //Speed of x-axis of helicoptor   // Helicopter     line(216+c,235-b,75+c,235-b);    line(115+c,247-b,120+c,240-b); //UpperBackSmallInclinedLine    line(166+c,247-b,161+c,240-b); //UpperFrontSmallInclinedLine    line(120+c,240-b,161+c,240-b); //UpperHorizontallLIne    line(139+c,240-b,139+c,235-b); //SmallBAckVerticalLIne    line(141+c,240-b,141+c,235-b); //SmallFrontVerticalLine    arc(141+c,272-b,140,180,40); //BackArc    arc(140+c,272-b,0,40,40); //FrontArc    line(165+c,248-b,165+c,266-b); //Glass    line(165+c,266-b,180+c,266-b); //Glass    rectangle(130+c,282-b,150+c,255-b); //Door    circle(147+c,268-b,1); //KeyHole    line(110+c,247-b,171+c,247-b); //MiddleLine    line(30+c,275-b,100+c,272-b); //backUpperLine    line(180+c,273-b,180+c,285-b); //frontArcVerticalLine    line(25+c,285-b,180+c,285-b); //BottomBigLine    line(30+c,275-b,20+c,260-b); //BackEndInclinedLine    line(20+c,260-b,14+c,260-b); //BackUpperLine    line(14+c,260-b,25+c,285-b); //LastEndInclinedLine    circle(18+c,262-b,1); //BackSmallCircle    //Legs    line(80+c,299-b,167+c,299-b); //LowerBigLine    line(80+c,295-b,167+c,295-b); //UpperBigLine    line(80+c,295-b,80+c,299-b); //BackVerticalLine    arc(167+c,279-b,270,310,20); //LowerCurve    arc(167+c,275-b,270,310,20); //UpperCurve    line(180+c,291-b,180+c,293-b); //FrontSmallestLine    line(110+c,285-b,110+c,295-b); //StraightLine    line(113+c,285-b,113+c,295-b); //StraightLine    line(165+c,285-b,160+c,295-b); //VerticalLine    line(163+c,285-b,158+c,295-b);    setcolor(WHITE);    delay(30);    cleardevice();   }   }   //For Helicopter  void Helicopter(){   for(int i=0;i<=350;i++) {    int b=i; //Speed of y-axis of helicoptor    int c=i\*2; //Speed of x-axis of helicoptor. It will move twice faster than y a-axis.   // Helicopter    line(115+c,247-b,120+c,240-b); //UpperBackSmallInclinedLine    line(166+c,247-b,161+c,240-b); //UpperFrontSmallInclinedLine    line(120+c,240-b,161+c,240-b); //UpperHorizontallLIne    line(139+c,240-b,139+c,235-b); //SmallBAckVerticalLIne    line(141+c,240-b,141+c,235-b); //SmallFrontVerticalLine    arc(141+c,272-b,140,180,40); //BackArc    arc(140+c,272-b,0,40,40); //FrontArc    line(165+c,248-b,165+c,266-b); //Glass    line(165+c,266-b,180+c,266-b); //Glass    rectangle(130+c,282-b,150+c,255-b); //Door    circle(147+c,268-b,1); //KeyHole    line(110+c,247-b,171+c,247-b); //MiddleLine    line(30+c,275-b,100+c,272-b); //backUpperLine    line(180+c,273-b,180+c,285-b); //frontArcVerticalLine    line(25+c,285-b,180+c,285-b); //BottomBigLine    line(30+c,275-b,20+c,260-b); //BackEndInclinedLine    line(20+c,260-b,14+c,260-b); //BackUpperLine    line(14+c,260-b,25+c,285-b); //LastEndInclinedLine    circle(18+c,262-b,1); //BackSmallCircle    //Legs    line(80+c,299-b,167+c,299-b); //LowerBigLine    line(80+c,295-b,167+c,295-b); //UpperBigLine    line(80+c,295-b,80+c,299-b); //BackVerticalLine    arc(167+c,279-b,270,310,20); //LowerCurve    arc(167+c,275-b,270,310,20); //UpperCurve    line(180+c,291-b,180+c,293-b); //FrontSmallestLine    line(110+c,285-b,110+c,295-b); //StraightLine    line(113+c,285-b,113+c,295-b); //StraightLine    line(165+c,285-b,160+c,295-b); //VerticalLine    line(163+c,285-b,158+c,295-b); //VerticalLine    //MovingWings    if(i%2==0){     line(141+c,235-b,75+c,243-b);     line(141+c,235-b,83+c,258-b);     line(141+c,235-b,164+c,278-b);     line(141+c,235-b,99+c,268-b);     line(141+c,235-b,196+c,243-b);     line(141+c,235-b,195+c,258-b);    }    else{     line(141+c,235-b,71+c,236-b);     line(141+c,235-b,79+c,250-b);     line(141+c,235-b,110+c,278-b);     line(141+c,235-b,197+c,236-b);     line(141+c,235-b,196+c,250-b);     line(141+c,235-b,185+c,267-b);     line(141+c,235-b,141+c,282-b);    }      //BackGround image     //Road    line(0,392,900,392);    //Garage    rectangle(0,392,180,300);    line(180,300,220,320);    //mountain    line(0,199,200,100);    arc(220,157,49,118,60);    line(259,112,460,300);    line(353,200,600,60);    arc(625,115,49,118,60);    //Sun    arc(356,200,33,139,40);    line(327,169,300,140);    line(335,165,322,148);    line(345,162,327,129);    line(355,160,348,137);    line(365,161,367,124);    line(375,164,382,137);    line(381,168,410,134);    line(387,172,413,157);    delay(30);    cleardevice();   }  }   //3)Text   void Close(){   settextstyle(7,HORIZ\_DIR,8);   outtextxy(100,150,"Thank you");    }   |  |  | | --- | --- | |  |  | |  |













