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**Batch: T5**

### **Experiment 7: Implementation of real time object**

#### **1. CODE:**

```
#include <graphics.h>
#include <iostream>
#include <conio.h>
#include <math.h>

using namespace std;

void kite()
{
    line(200, 200, 300, 100);
    line(300, 100, 400, 200);
    line(400, 200, 300, 300);
    line(300, 100, 300, 300);
    line(300, 300, 200, 200);
    arc(300, 300, 45, 135, 140);
    setfillstyle(SOLID_FILL, RED);

    floodfill(301, 105, WHITE);
    setfillstyle(SOLID_FILL, RED);

    floodfill(299, 105, WHITE);
    setfillstyle(SOLID_FILL, 12);
```

```
floodfill(299, 275, WHITE);  
setfillstyle(SOLID_FILL, 12);
```

```
floodfill(301, 275, WHITE);  
line(300, 300, 250, 350);  
line(250, 350, 350, 350);  
line(300, 300, 350, 350);  
setfillstyle(SOLID_FILL, 14);
```

```
floodfill(300, 310, WHITE);  
}
```

```
int main()
```

```
{  
    int gd = DETECT, gm;  
    initgraph(&gd, &gm, "");
```

```
kite();
```

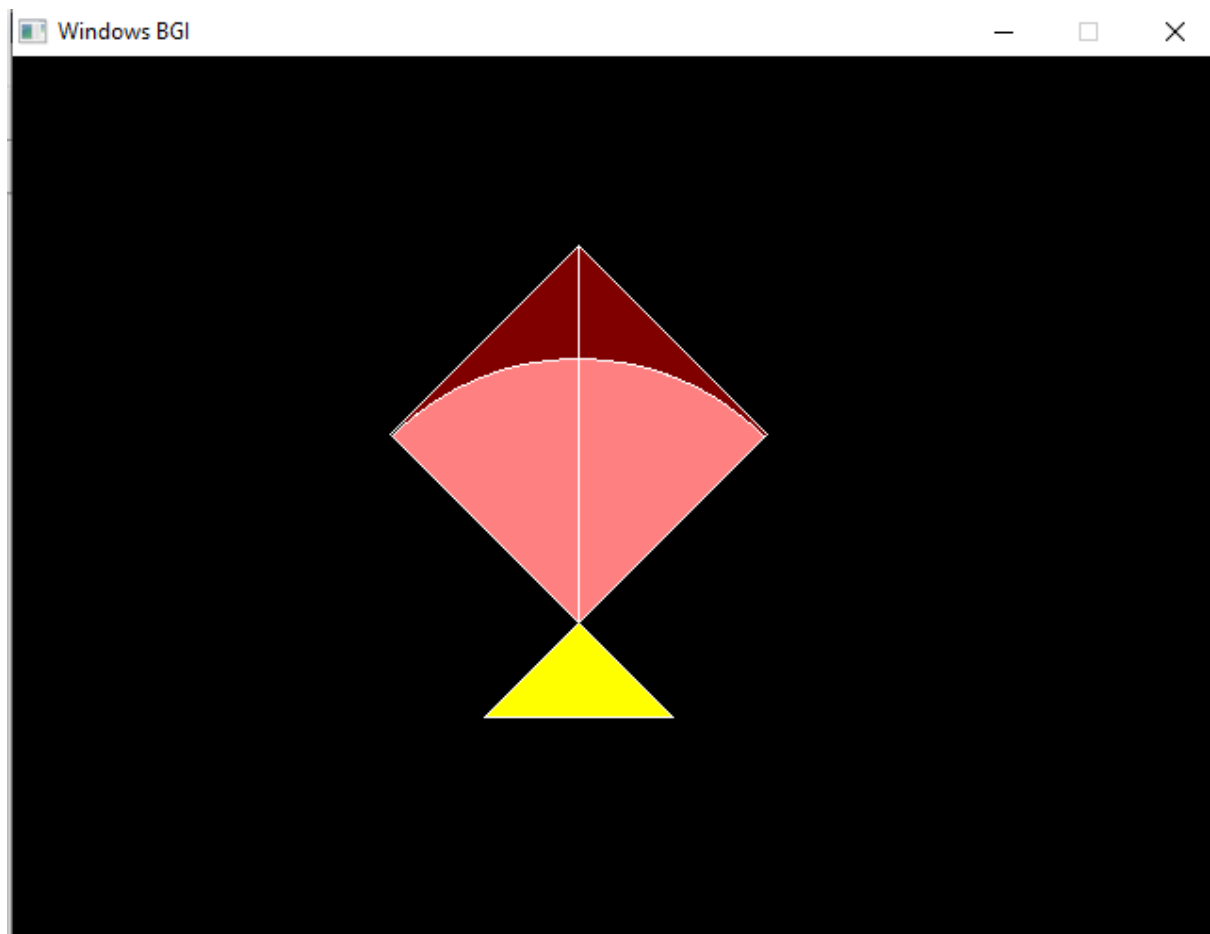
```
getch();
```

```
closegraph();
```

```
return 0;
```

```
}
```

**OUTPUT:**



## 2. CODE:

```
#include<graphics.h>
int main()
{
    int gd = DETECT, gm;

    initgraph(&gd, &gm, NULL);

    line(0,300,640,300);

    setcolor(11);

    circle(100,285,15);
    circle(200,285,15);
    circle(100,285,5);
    circle(200,285,5);

    line(65,285,85,285);
    line(115,285,185,285);
    line(215,285,235,285);
    line(65,285,65,260);
    line(235,285,235,260);

    line(65,260,100,255);
    line(235,260,200,255);

    line(100,255,115,235);
    line(200,255,185,235);

    line(115,235,185,235);

    line(106,255,118,238);
    line(118,238,118,255);
    line(106,255,118,255);

    line(194,255,182,238);
    line(182,238,182,255);
    line(194,255,182,255);

    line(121,238,121,255);
```

```
line(121,238,148,238);  
line(121,255,148,255);  
line(148,255,148,238);
```

```
line(179,238,179,255);  
line(179,238,152,238);  
line(179,255,152,255);  
line(152,255,152,238);  
setcolor(4);  
//floodfill(150,200,4);
```

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

### OUTPUT:

