**Experiment No.-10**

**Student Name: PUJA KUMARI UID: 20BCA1448**

**Branch: BCA Section/Group: 20BCA5-B**

**Semester: 5th Date of Performance27.8.22**

**Subject Name: COMPUTER GRAHICS LAB Subject Code: 20CAP-316**

1. **Aim/Overview of the practical:** WAP to draw wheel using in-build graphics function and translate it from bottom left corner to right top corner.
2. **Task to be done:** WAP to perform transformation on a wheel.
3. **Code :**

#include <stdio.h>

#include <conio.h>

#include <graphics.h>

#include <dos.h>

int main() {

int gd = DETECT, gm;

int i, x, y, flag=0;

initgraph(&gd, &gm, "C:\\TC\\BGI");

/\* get mid positions in x and y-axis \*/

x = getmaxx()/2;

y = 30;

while (!kbhit()) {

if(y >= getmaxy()-30 || y <= 30)

flag = !flag;

/\* draws the gray board \*/

setcolor(RED);

setfillstyle(SOLID\_FILL, RED);

circle(x, y, 30);

floodfill(x, y, RED);

/\* delay for 50 milli seconds \*/

delay(50);

/\* clears screen \*/

cleardevice();

if(flag){

y = y + 5;

} else {

y = y - 5;

}

}

getch();

closegraph();

return 0;

}

4.Output :

