**Code:**

#include<iostream.h>

#include<conio.h>

#include<graphics.h>

class abc

{

int gd,gm;

public:

abc()

{

gd=DETECT;

initgraph(&gd,&gm,"c:/turboc3/bgi");

}

void head()

{

setfillstyle(SOLID\_FILL,RED);

setcolor(RED);

rectangle(100,200,200,204);//neck

floodfill(101,203,RED);

//bell

setfillstyle(SOLID\_FILL,WHITE);

setcolor(WHITE);

circle(160,209,5);

floodfill(160,209,WHITE);

//STOMACH

arc(162,225,150,390,40);

//pocket

arc(162,235,180,360,20);

line(142,235,182,235);

//head

arc(150,153,-45,225,65);

//eye

ellipse(139,130,0,360,16,20);

ellipse(170,130,0,360,16,20);

circle(145,135,5);

circle(167,135,5);

//nose

circle(155,155,7);

line(155,162,155,173);

line(133,173,180,173);

//mouth

arc(156,170,185,358,23);

//daddi left

line(120,160,135,160);

line(120,165,135,163);

line(120,155,135,157);

//daddi right

line(175,160,190,160);

line(175,164,190,166);

line(175,156,190,154);

//jawline

ellipse(140,167,120,243,38,35);

ellipse(190,166,-40,95,23,28);

//hand right

circle(237,180,10);

ellipse(225,184,85,180,17,5);

ellipse(160,190,300,360,80,50);

//left hand

//right leg

line(200,240,200,300);

line(110,300,200,300);

ellipse(132,305,144,394,27,8);

ellipse(175,305,220,394,27,8);

ellipse(160,298,100,185,7,7);

//left leg

line(110,300,110,240);

//lest hand

ellipse(160,230,140,180,76,40);

circle(85,240,10);

ellipse(60,218,305,350,60,35);

}

};

void main()

{

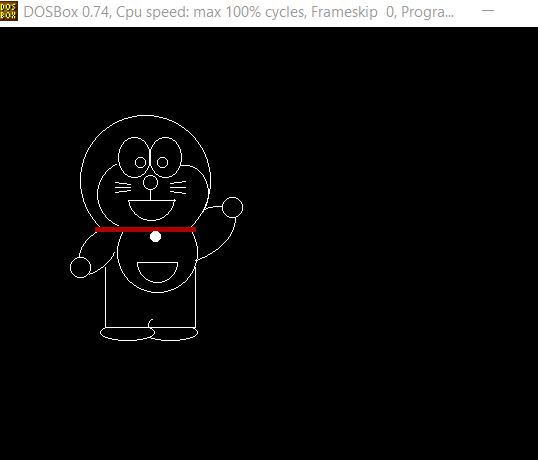
abc a1;

a1.head();

getch();

}

**Output:**

****