```c
#include <stdio.h>
#include <conio.h>
#include <graphics.h>
int main()
{
    int i,j,k,x,y;
    int gd=DETECT,gm;//DETECT is macro defined in graphics.h

    int ch1[][10]={ {1,1,1,1,1,1,1,1,1,1},
            {1,1,1,1,1,1,1,1,1,1},
            {0,0,0,0,1,1,0,0,0,0},
            {0,0,0,0,1,1,0,0,0,0},
            {0,0,0,0,1,1,0,0,0,0},
            {0,0,0,0,1,1,0,0,0,0},
            {0,0,0,0,1,1,0,0,0,0},
            {0,1,1,0,1,1,0,0,0,0},
            {0,1,1,0,1,1,0,0,0,0},
            {0,0,1,1,1,0,0,0,0,0}};
    int ch2[][10]={ {0,0,0,1,1,1,1,0,0,0},
            {0,0,1,1,1,1,1,1,0,0},
            {1,1,0,0,0,0,0,0,1,1},
            {1,1,0,0,0,0,0,0,1,1},
            {1,1,0,0,0,0,0,0,1,1},
            {1,1,0,0,0,0,0,0,1,1},
            {1,1,0,0,0,0,0,0,1,1},
            {1,1,0,0,0,0,0,0,1,1},
            {0,0,1,1,1,1,1,1,0,0},
            {0,0,0,1,1,1,1,0,0,0}};
    int ch3[][10]={ {1,1,0,0,0,0,0,0,1,1},
            {1,1,0,0,0,0,0,0,1,1},
            {1,1,0,0,0,0,0,0,1,1},
```

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                {1,1,0,0,0,0,0,0,1,1},

                {1,1,1,1,1,1,1,1,1,1},

                {1,1,1,1,1,1,1,1,1,1},

                {1,1,0,0,0,0,0,0,1,1},

                {1,1,0,0,0,0,0,0,1,1},

                {1,1,0,0,0,0,0,0,1,1},

                {1,1,0,0,0,0,0,0,1,1}};
int ch4[][10]={ {1,1,0,0,0,0,0,0,1,1},

                {1,1,1,1,0,0,0,0,1,1},

                {1,1,0,1,1,0,0,0,1,1},

                {1,1,0,1,1,0,0,0,1,1},

                {1,1,0,0,1,1,0,0,1,1},

                {1,1,0,0,1,1,0,0,1,1},

                {1,1,0,0,0,1,1,0,1,1},

                {1,1,0,0,0,1,1,0,1,1},

                {1,1,0,0,0,0,1,1,1,1},

                {1,1,0,0,0,0,0,0,1,1}};
initgraph(&gd,&gm," ");//initialize graphic mode

setbkcolor(LIGHTGRAY);//set color of background to darkgray

for(k=0;k<4;k++)

{

    for(i=0;i<10;i++)

    {

        for(j=0;j<10;j++)

        {

            if(k==0)

            {

                if(ch1[i][j]==1)

                putpixel(j+250,i+230,RED);

            }

            if(k==1)
```

```c
         {
             if(ch2[i][j]==1)
                 putpixel(j+300,i+230,RED);
         }
         if(k==2)
         {
             if(ch3[i][j]==1)
                 putpixel(j+350,i+230,RED);
         }
         if(k==3)
         {
             if(ch4[i][j]==1)
                 putpixel(j+400,i+230,RED);
         }
         }
         delay(200);
     }
   }
   getch();
   closegraph();
}
```

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