#include<graphics.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm,NULL);

int midx,midy,r=10;

midx=getmaxx()/2; while(r<=50)

{ cleardevice(); setcolor(WHITE); line(0,310,160,150); line(160,150,320,310); line(320,310,480,150); line(480,150,640,310);

line(0,310,640,310);

arc(midx,310,225,133,r);

floodfill(midx,300,15);

if(r>20)

{

setcolor(7); floodfill(2,2,15); setcolor(6); floodfill(150,250,15); floodfill(550,250,15); setcolor(2); floodfill(2,450,15);

}

delay(50); r+=2; } getch(); closegraph(); }