#include <iostream>

#include <cstdlib> #include <graphics.h> using namespace std;

int main()

{

int gd = DETECT, gm; int i, x, y, flag=0; initgraph(&gd, &gm,NULL);

/\* get mid positions in x and y-axis \*/ x = getmaxx()/2;

y = 30; while (1)

{

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;

}

}

delay(5000); closegraph(); return 0;

}