**graphics.h**

This interface provides access to a simple graphics library that makes it possible to draw lines, rectangles, ovals, arcs, polygons, images and strings on a graphical window.

In a C program, first step is to initialize the graphics drivers on the computer. This is done using the initgraph method provided in graphics.h library.

int gdriver = DETECT, gmode;

\*graphdriver

Integer that specifies the graphics driver to be used. You can give graphdriver a value using a constant of the graphics\_drivers enumeration type whcih is listed in graphics.h

\*graphmode

Integer that specifies the initial graphics mode (unless \*graphdriver = DETECT). If \*graphdriver = DETECT, initgraph sets \*graphmode to the highest resolution available for the detected driver.

## \*pathtodriver

Specifies the directory path where initgraph looks for graphics drivers (\*.BGI) first.

*Initializing the graphics mode*

initgraph(&gdriver, &gmode, ""c:/tc/bgi"");

## Putpixel(int, int)

## putpixel plots a pixel at a point(x, y) of specified color.

## getpixel(int, int)

## getpixel returns the color of pixel present at point(x, y).

## Line(int, int, int, int)

## This function draws a line starting from intial point to end point mentioned as arguments in function.

## drawRect(x, y, w, h)

## Draws the frame of rectangle with the specific bounds.

## fillRect(x, y, w, h)

## Fill the frame of rectangle with the specific bounds.

## drawPolygon(x, y, w, h)

## Draws the outline of the specified polygon. The optional pt or x and y parameters shift the origin of the polygon to the specified point.

## fillPolygon(x, y, w, h)

## Fill the outline of the specified polygon. The optional pt or x and y parameters shift the origin of the polygon to the specified point.

## setColor(COLOR)

## setcolor function is used to change the current drawing color.e.g. setcolor(RED) or setcolor(4) changes the current drawing color to RED. Default color is WHITE.

## getColor()

## getcolor function returns the current drawing color.

## e.g. a = getcolor(); // a is an integer variable if current drawing color is WHITE then a will be 15