

Assignment - 7

Name : Emmadi Sumith Kumar

Branch : CSE - B1

Subject : Computer Graphics

Roll No : UI20CS21

Implement program for FootBall Game to count score for each successful goal and show on dashboard(output screen)

```
#include <graphics.h>
#include<string.h>
#include<bits/stdc++.h>
using namespace std;
int ball_y;
int j = 100,i = 0;
int score = 0;
char arr[10];
void fun_draw(int i)
{
    sprintf(arr,"SCORE : %d ",score);
    outtextxy(500,50,arr);
    rectangle(100,100,1000,600);
    line(800,100,800,600);
    line(700,150 + i,700,100 + 250 + i);
}
void circle_draw(int j)
{
    setcolor(YELLOW);
    circle(j,ball_y,20);
    setcolor(WHITE);
}

int main()
{
    initwindow(1200, 800);
    ball_y = 300;
    while (!kbhit())
    {
```

```

    delay(100);
    cleardevice();
    fun_draw(i);
    circle_draw(j);
    if(i + 300 == 600)
        i = 0;
    else
        i+=10;
    if(j == 1000)
        j = 100;
    j+=10;
    if(j == 700)
    {
        if(i + 80 <= ball_y and i+220 >=ball_y)
        {
            score++;
            j = 100;
        }
    }
}
getchar();
return 0;
}

```



