



EXPERIMENT 3 BEYOND SYLLABUS

COMPUTER GRAPICS AND MULTIMEDIA

Aim

To bounce a ball using animation.

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EXPERIMENT - 3

AIM:

To Write a program in C to draw a Rainbow.

Source Code:

```
#include <stdio.h>

#include <graphics.h>

#include <conio.h>

int main(){

    initwindow(900, 900); // window size and initialization


    //screen coordinates
    int x = getmaxx()/2;
    int y = getmaxy()/2;


    setcolor(4); //red
    for (int i = 10; i < 40; i++) {
        arc(x, y, 0, 180, i + 10);
    }
    delay(100);


    setcolor(6); //orange (brown)
    for (int i = 40; i < 80; i++) {
        arc(x, y, 0, 180, i + 10);
    }
    delay(100);


    setcolor(14); //yellow
    for (int i = 80; i < 120; i++) {
        arc(x, y, 0, 180, i + 10);
```

```
    }  
    delay(100);  
  
    setcolor(2); // green  
    for (int i = 120; i < 160; i++) {  
        arc(x, y, 0, 180, i + 10);  
    }  
    delay(100);  
  
    setcolor(3); // aqua  
    for (int i = 160; i < 200; i++) {  
        arc(x, y, 0, 180, i + 10);  
    }  
    delay(100);  
  
    setcolor(9); // navy blue (light blue)  
    for (int i = 200; i < 240; i++) {  
        arc(x, y, 0, 180, i + 10);  
    }  
    delay(100);  
  
    setcolor(1); // indigo (blue)  
    for (int i = 240; i < 270; i++) {  
        arc(x, y, 0, 180, i + 10);  
    }  
    delay(100);  
  
    getch();  
    return 0;  
}
```

Output:

