



# EXPERIMENT 11

## Project

COMPUTER GRAPICS AND MULTIMEDIA

Aim

Created a program using C. A man walking in Rain.

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# EXPERIMENT - 11

## AIM:

Created a program using C. A man walking in Rain.

## Source Code:

```
#include <stdio.h>

#include <graphics.h>

#define ScreenWidth getmaxx()
#define ScreenHeight getmaxy()
#define GroundY ScreenHeight * 0.75

int ldisp = 0;

void DrawManAndUmbrella(int x, int ldisp)
{
    //head
    circle(x, GroundY - 90, 10);
    line(x, GroundY - 80, x, GroundY - 30);
    //hand
    line(x, GroundY - 70, x + 10, GroundY - 60);
    line(x, GroundY - 65, x + 10, GroundY - 55);
    line(x + 10, GroundY - 60, x + 20, GroundY - 70);
    line(x + 10, GroundY - 55, x + 20, GroundY - 70);
    //legs
    line(x, GroundY - 30, x + ldisp, GroundY);
    line(x, GroundY - 30, x - ldisp, GroundY);
    //umbrella
    pieslice(x + 20, GroundY - 120, 0, 180, 40);
    line(x + 20, GroundY - 120, x + 20, GroundY - 70);
```

```
}
```

```
void Rain(int x)
```

```
{
```

```
    int i, rx, ry;
```

```
    for (i = 0; i < 400; i++)
```

```
    {
```

```
        rx = rand() % ScreenWidth;
```

```
        ry = rand() % ScreenHeight;
```

```
        if (ry < GroundY - 4)
```

```
        {
```

```
            if (ry < GroundY - 120 || (ry > GroundY - 120 && (rx < x - 20 || rx > x + 60)))
```

```
                line(rx, ry, rx + 0.5, ry + 4);
```

```
        }
```

```
    }
```

```
}
```

```
int main(void)
```

```
{
```

```
    int x = 0;
```

```
    //Change BGI directory according to yours
```

```
    initwindow(800, 800);
```

```
    while (!kbhit())
```

```
    {
```

```
        //Draw Ground
```

```
        line(0, GroundY, ScreenWidth, GroundY);
```

```
        Rain(x);
```

```
        ldisp = (ldisp + 2) % 20;
```

```
        DrawManAndUmbrella(x, ldisp);
```

```
        delay(75);
```

```
        cleardevice();
```

```
        x = (x + 2) % ScreenWidth;
```

```
    }
```

```
getch();  
closegraph();  
return 0;  
}
```

## OUTPUT







