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**





