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:**