

#### Computer Graphics

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**Experiment 2**

# **Experiment No.2 : Study of OpenGL window interaction program and Writing First Graphics Program in C**

#include<graphics.h>

#include<conio.h>

main()

{

int gd = DETECT,gm;

initgraph(&gd,&gm,"C:\\tc\\bgi");

setbkcolor(GREEN);

printf("\t\t\t\n\nLINE");

line(50,40,190,40);

printf("\t\t\n\n\nRECTANGLE");

rectangle(125,115,215,165);

printf("\t\t\t\n\n\n\n\n\n\nARC");

arc(120,200,180,0,30);

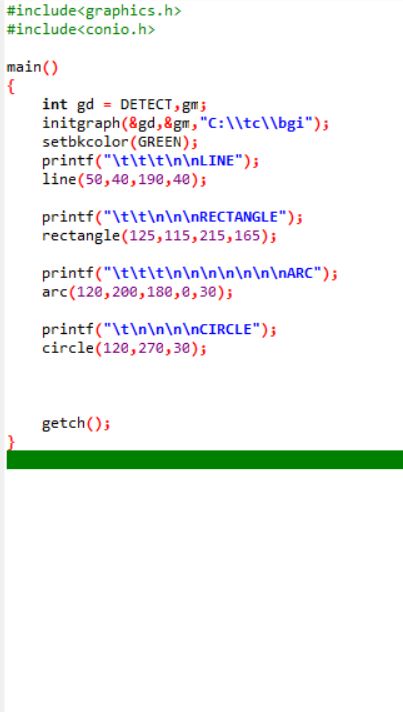
printf("\t\n\n\n\nCIRCLE");

circle(120,270,30);

getch();

}

**SS of the code :-**



Output :-



**Basic window interaction program**

#include<graphics.h>

#include<conio.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "C:\\TC\\BGI");

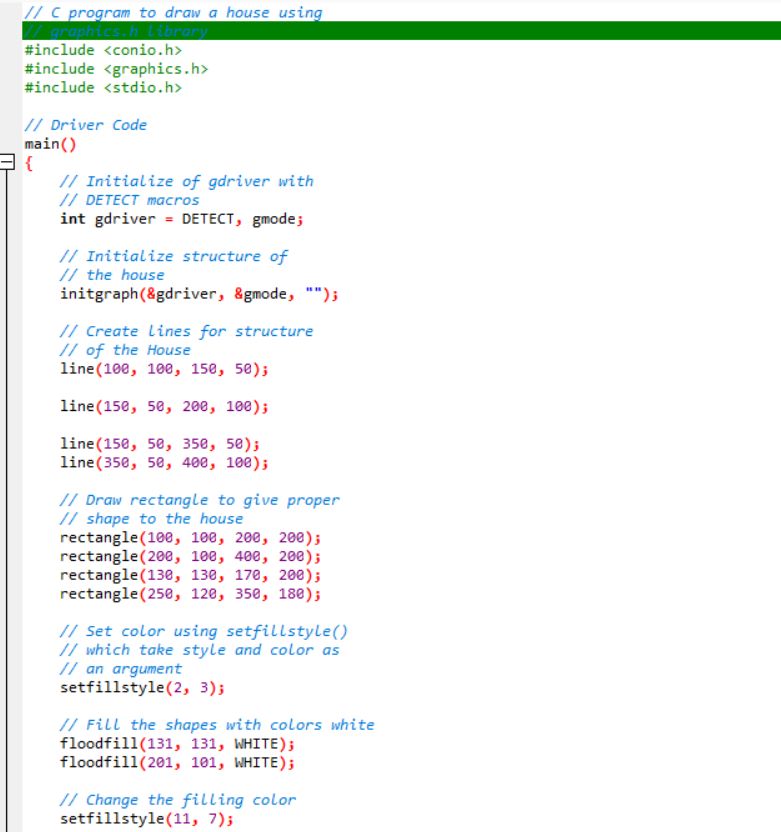
getch();

closegraph();

return 0;

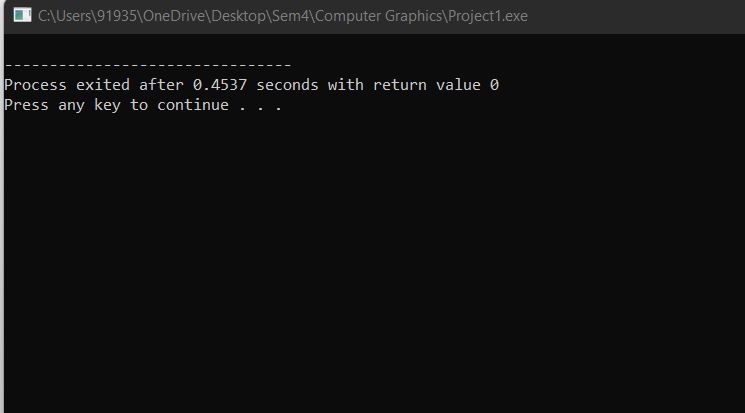
}

**SS of the code :**

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**Output :**

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