#include<stdio.h>

#include<graphics.h>

#include<conio.h>

#include<stdlib.h>

int main()

{

int gd,gm,n,\*x,i,k=0;

//int wx1=220,wy1=1,wx2=420,wy2=140,wx3=420,wy3=340,wx4=220,wy4=340;

int w[]={220,140,420,140,420,340,220,340,220,140};

detectgraph(&gd,&gm);

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

printf("window-");

setcolor(RED);

drawpoly(5,w);

printf("enter no. of vertices of polygon: ");

scanf("%d",&n);

x=malloc(n\*2+1);

printf("enter the coordinates of points: n");

k=0;

for(i=0;i<n\*2;i+=2)

{

printf("(x%d,y%d):",k,k);

scanf("%d%d",&x[i],&x[i+1]);

k++;

}

x[n\*2]=x[0];

x[n\*2+1]=x[1];

setcolor(WHITE);

drawpoly(n+1,x);

printf("n press a button to clip a polygon...");

getch();

setcolor(RED);

drawpoly(5,w);

setfillstyle(SOLID\_FILL,BLACK);

floodfill(2,2,RED);

gotoxy(1,1);

printf("n this is the clipped polygon..");

getch();

cleardevice();

closegraph();

return 0;

}