```c
#include <stdio.h>
#include <stdlib.h>
#include <graphics.h>

void bezier(int, int, int, int, int, int, int, int);

void bezier(int x0,int y0,int x1,int y1,int x2,int y2,int x3,int y3)
{
        int i, j, n=4 ;
        float t, tinc, ts, d1t, d1ts, c0, c1, c2, c3;
        float  cx[25], cy[25];
        t = 0.0; tinc =0.25;
        for(i=0; i <= n; ++i)
        {
                ts = t*t;
                d1t = 1.0 - t;
                d1ts = d1t*d1t;
                c0 = d1ts*d1t;
                c1 = 3.0*d1ts*t;
                c2 = 3.0*d1t*ts;
                c3 = ts*t;
                cx[i] = c0*x0 + c1*x1 + c2*x2 + c3*x3;
                cy[i] = c0*y0 + c1*y1 + c2*y2 + c3*y3;
                t = t + tinc;
        }
        setcolor(12);

        circle(x0,y0,3);
        circle(x1,y1,3);
        circle(x2,y2,3);
        circle(x3,y3,3);

        setcolor(14);
        line(x0,y0, x1,y1);
        line(x1,y1, x2,y2);
        line(x2,y2, x3,y3);

        setcolor(10);
        for(i=0; i < n; ++i)
        {
                line(cx[i],cy[i],cx[i+1],cy[i+1]);
                delay(200);
        }
        return;
}

int main()
{
        int x0=150, y0=100, x1=200, y1=200, x2=400, y2=300, x3=480, y3=170;
        int x4=300, y4=120, x5=400, y5=50, x6=600, y6=120, x7=480, y7=180, k, count=0;

        initwindow(700,400);

        bezier(x0,y0,x1,y1,x2,y2,x3,y3);
        bezier(x3,y3,x4,y4,x5,y5,x6,y6);

        while(!kbhit())
                delay(50);

        closegraph();

        return EXIT_SUCCESS;
}
```