**PRACTICAL NO 3**

**Aim** To draw a line, triangle and circle using functions of graphics.h header file

#include<graphics.h>

#include<conio.h>

void main()

{

int gdriver=DETECT,gmode;

initgraph(&gdriver,&gmode,"C://TC//BGI");

setbkcolor(CYAN);

setcolor(RED);

line(20,20,50,50);

circle(80,30,20);

rectangle(20,70,70,100);

arc(100,110,50,110,30);

ellipse(150,50,70,430,25,30);

setcolor(WHITE);

outtextxy(10,2 ,"Line:");

outtextxy(60,2 ,"Circle:");

outtextxy(120,5 ,"Ellipse:");

outtextxy(10,60 ,"Rectangle:");

outtextxy(95,70 ,"Arc:");

outtextxy(10,120,"Performed By: Yashika(15BCS8033)");

getch();

closegraph();

}

**Output:**

