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#include<iostream>

#include<graphics.h>

using namespace std;

int main()

{

int maxx, maxy,i,j,gd,gm;

gd=DETECT;

initgraph(&gd, &gm, NULL);

maxx=getmaxx(); maxy=getmaxy(); putpixel(maxx/2, maxy/2,WHITE); for(i=0;i<350;i=i+1)

{ line(0, maxy-30, maxx, maxy-30); //land line(60+i,maxy-90,60+i, maxy-160); //body line(20+i,maxy-130,60+i, i

{ line(20+i,maxy-30,60+i, maxy-90); //left leg line(60+i,maxy-90,100+i, maxy-30); //right leg }

else

{ line(2+i,maxy-30,60+i, maxy-90); //left leg line(60+i,maxy-90,80+i, maxy-30); //right leg

} for(j=0;j<350;j=j+5)

{ outtextxy(rand()%maxx, rand()%(maxy- 50), const_cast<char*>("/"));

}

delay(200); cleardevice();

}

getch();

closegraph();

}

```

maxy-140);//left hand line(60+i,maxy-140,100+i, maxy-130);//right hand circle(60+i,maxy-190,30);//head line(

100+i,maxy-130,100+i, maxy-245);//stick arc(100+i,maxy-213,205,75,76);//umbrella line(30+i,maxy-245,maxx

`:-469+i,maxy-245); if(i%2)`