```cpp
#include <iostream>
#include <cstdlib>
#include <graphics.h>
using namespace std;
int main()
{
int gd = DETECT, gm;
int i, x, y, flag=0;
initgraph(&gd, &gm,NULL);
/* get mid positions in x and y-axis */
x = getmaxx()/2;
y = 30;
while (1)
{
if(y >= getmaxy()-30 || y <= 30)
flag = !flag;
/* draws the gray board */
setcolor(RED);
//setfillstyle(SOLID_FILL, RED);
circle(x, y, 30);
floodfill(x, y, RED);
/* delay for 50 milli seconds */

delay(50);
/* clears screen */
cleardevice();
if(flag)
{
y = y + 5;
}
else
{
y = y - 5;
}
}
delay(5000);
closegraph();
return 0;
}
```