**Practical No: 21**

**Aim :** Write a c program to draw a Car.

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**Class :** BCA –III, SEM-V

**Date :** 03/10/2024

**Code :**

#include<graphics.h>

int main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm,NULL);

line(0,300,640,300);

setcolor(4);

circle(100,285,15);

circle(200,285,15);

circle(100,285,5);

circle(200,285,5);

line(65,285,85,285);

line(115,285,185,285);

line(215,285,235,285);

line(65,285,65,260);

line(235,285,235,260);

line(65,260,100,255);

line(235,260,200,255);

line(100,255,115,235);

line(200,255,185,235);

line(115,235,185,235);

line(106,255,118,238);

line(118,238,118,255);

line(106,255,118,255);

line(194,255,182,238);

line(182,238,182,255);

line(194,255,182,255);

line(121,238,121,255);

line(121,238,148,238);

line(121,255,148,255);

line(148,255,148,238);

line(179,238,179,255);

line(179,238,152,238);

line(179,255,152,255);

line(152,255,152,238);

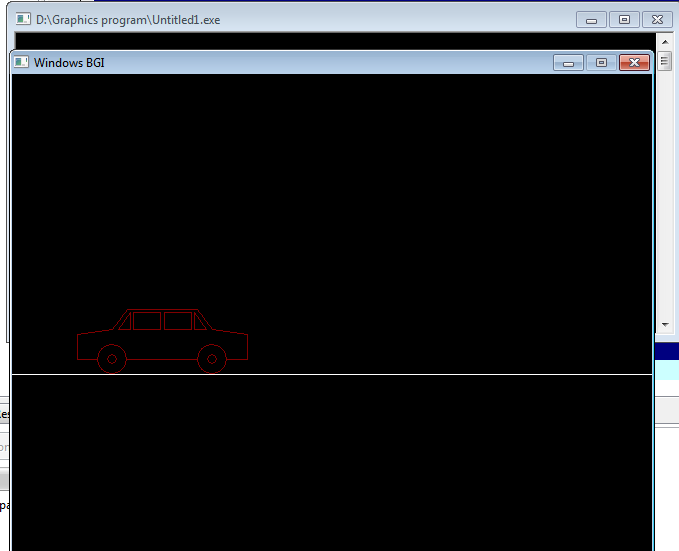
setcolor(4);

getch();

closegraph();

}

**Output :**

****