**Practical No.15**

**Aim :** Write a program to draw a filled rectangle.

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**Class :**BCA-II Sem- V

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**Code:**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main()

{

int gd=DETECT, gm;

initgraph(&gd, &gm, "");

setcolor(RED);

setbkcolor(WHITE);

setfillstyle(2, 4);

rectangle(50, 100, 450, 300);

floodfill(250, 150, 4);

outtextxy(30, 10, "\*\*\*OUTPUT\*\*\*");

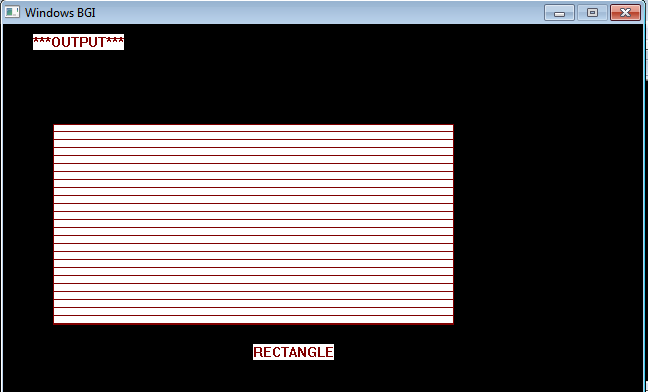
outtextxy(250, 320, "RECTANGLE");

getch();

closegraph();

}

**Output:**

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