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// Practical 1

#include<stdio.h>
#include<conio.h>
#include<graphics.h>

// must be included for every graphics program//
#include<dos.h>

//for including delay function//

void main()
{
int gd=DETECT,gm;

//gd=detects best graphics available graphics driver,gm=graphics mode
initgraph(&gd,&gm,"C:\\TurboC3\\BGI");

//for initializing graph mode

// above 2 steps are must for every graphics program.

// declaration of any variables must be done before calling initgraph()function.

// next write code for producing requiring design or drawing object.

putpixel(50,50,RED);

// plot pixel of red color

outtextxy(55,55,"PIXEL");

line(100,70,200,100);

// draws a line segment

outtextxy(220,110,"line");

circle(230,50,50);

// draws a circle

outtextxy(290,120,"CIRCLE");

rectangle(300,40,400,100);

//draws a rectangle.

outtextxy(420,120,"rectangle");

ellipse(460,50,20,260,100,50);

// draws and ellipse

outtextxy(450,200,"ELLIPSE");

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getch();
```

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}
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