



Painting... using graphics

By DJVprogrammers

Code of painting using graphics....

```
#include<graphics.h>
```

```
#include<conio.h>
```

```
main()
```

```
{
```

```
    int gdriver = DETECT, gmode;
```

```
    initgraph(&gdriver, &gmode, "C:\\tc\\bgi");
```

```
    int x=0,y=300;
```

```
    while(y!=0)
```

```
    {
```

```
        setcolor(11);
```

```
        line(0,y,800,y);
```

```
        y--;
```

```
    }
```

```
    y=250;
```

```
    while(y!=800)
```

```
    {
```

```
        setcolor(LIGHTGREEN);
```

```
        line(0,y,800,y);
```

```
y++;  
  
}  
  
int x1=150;  
  
x=150,y=70;  
  
{  
  
    setcolor(BROWN);  
  
    while(y!=250)  
  
    {  
  
        line(x,y,x1,y);  
  
        x--;y++;x1++;  
  
    }  
  
}  
  
//2nd mountain  
  
x=500,y=70,x1=500;  
  
    setcolor(BROWN);  
  
    while(y!=250)  
  
    {  
  
        line(x,y,x1,y);  
  
        x--;y++;x1++;  
  
    }
```

```
//grass
```

```
setcolor(GREEN);
```

```
arc(100,400,0,180,10);
```

```
arc(200,400,0,180,10);
```

```
arc(400,400,0,180,10);
```

```
arc(200,250,0,180,10);
```

```
arc(450,450,0,180,10);
```

```
arc(300,480,0,180,10);
```

```
arc(500,300,0,180,10);
```

```
//tree
```

```
int rad=70;
```

```
while(rad!=0)
```

```
{
```

```
    setcolor(GREEN);
```

```
    circle(330,250,rad);
```

```
    rad--;
```

```
}
```

```
x=360;
```

```
while(x!=280)
```

```
{  
  
    rad=30;  
  
while(rad!=0)  
  
    {  
  
        setcolor(GREEN);  
  
        arc(x,300,0,360,rad);  
  
        rad--;  
  
    }  
  
    x=x-20;  
  
}  
  
x=270;  
  
while(x!=410)  
  
    {  
  
        rad=30;  
  
while(rad!=0)  
  
        {  
  
            setcolor(GREEN);  
  
            arc(x,260,0,360,rad);  
  
            rad--;  
  
        }  
  
        x=x+20;
```

```
}

x=360;

while(x!=280)

{

    rad=30;

while(rad!=0)

    {

        setcolor(GREEN);

        arc(x,200,0,360,rad);

        rad--;

    }

    x=x-20;

}

//fruits

rad=10;

while(rad!=0)

{

    setcolor(RED);

    arc(300,200,0,360,rad);

    rad--;

}
```

```
rad=10;

while(rad!=0)

{

    setcolor(RED);

    arc(350,230,0,360,rad);

    rad--;

}

rad=10;

while(rad!=0)

{

    setcolor(RED);

    arc(390,250,0,360,rad);

    rad--;

}

rad=10;

while(rad!=0)

{

    setcolor(RED);

    arc(300,260,0,360,rad);

    rad--;

}
```

```
rad=10;

while(rad!=0)

{

    setcolor(RED);

    arc(340,270,0,360,rad);

    rad--;

}

//base of tree

y=320;

while(y!=800)

{

    setcolor(BROWN);

    line(310,y,350,y);

    y++;

}

//draw sun

rad=40;

while(true)

{

    x=240;
```

```
while(x!=400)

{

    rad=40;

while(rad!=0)

{

    setcolor(YELLOW);

    circle(x,100,rad);

    rad--;

}

//delay(50);

rad=40;

while(rad!=0)

{

    setcolor(11);

    circle(x,100,rad);

    rad--;

}

    x++;

}

}
```

```
    getch();  
    closegraph();  
}
```



[Program.codes.cpp@gmail.com.](mailto:Program.codes.cpp@gmail.com)

<https://programcodescpp.wixsite.com/programcodes>

Website:

<https://programcodescpp.wixsite.com/programcodes>

Email

Program.codes.cpp@gmail.com

Facebook Page

<https://web.facebook.com/DJVprogrammers>

YouTube Channel

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