

## PROGEAM 1 : Write a program in c++ for fundamental graphics Functions.

### **Coding:**

```
#include<stdio.h>
#include<conio.h>
#include<iostream.h>
#include<process.h>
#include<graphics.h>
void main()
{
int gd =DETECT,gm,choice;
initgraph(&gd,&gm,"c:\\tc\\bgi");

{
clrscr();
cout<<"\nMenu\n1.Circle\n2.Line\n3.Rectangle\n4.Ellipse\n5.Exit\nEnter your
choice:";
cin>> choice;
cleardevice();
outtextxy(10,10,"FUNDAMENTALS");
switch(choice)
{
case 1:
circle(200,200,80);
break;
case 2:
line(100,80,200,160);
break;
case 3:
rectangle(200,200,400,400);
break;
case 4:
ellipse(200,200,0,360,50,30);
break;
case 5:
break;
default:
cout<<"\nYou have entered wrong option";
break;
}
getch();
```

```
}  
}
```

Output:

```
Menu  
1.Circle  
2.Line  
3.Rectangle  
4.Ellipse  
5.Exit  
Enter your choice:3
```

FUNDAMENTALS

