Here is a sample program that initializes the graphics mode in C Language.

#include <graphics.h>

#include <stdlib.h>

#include <stdio.h>

#include <conio.h>

int main(void)

{

/\* request auto detection \*/

int gdriver = DETECT, gmode, errorcode;

/\* initialize graphics mode \*/

initgraph(&gdriver, &gmode, "");

/\* read result of initialization \*/

errorcode = graphresult();

if (errorcode != grOk) /\* an error occurred \*/

{

printf("Graphics error: %s\n", grapherrormsg(errorcode));

printf("Press any key to halt:");

getch();

exit(1); /\* return with error code \*/

}

/\* draw a line \*/

line(0, 0, getmaxx(), getmaxy());

/\* clean up \*/

getch();

closegraph();

return 0;

}

The graphics programming in c language is discussed in brief to provide an over view to the beginner.

/\* Sample program to draw a circle\*/

#include<graphics.h>

#include<conio.h>

main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,""); /\* initialization of graphic mode \*/

circle(150,150,100);

getch();

closegraph(); /\* Restore orignal screen mode \*/

}

/\* End of program \*/

Normally the screen which u view in DOS is in the text mode which means it is meant for text. And for graphics u need to initialize graphics mode. And for this to happen u need to include ?graphics.h?.

circle(x coordinate ,y coordinate , radius);

The circle command takes a X coordinate which means Vertical axis and Y coordinate which means Horizontal axis. And the last one is the radius of the circle. closegraph();

With out this function the screen mode will still remain in graphic mode and when u come out, to DOS u will see a different screen, which is not in the text mode.

/\*A program to draw a space with stars\*/

#include<graphics.h>

main()

{

int gd=DETECT,gm;

int i,x,y;

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

line(0,0,640,0);

line(0,0,0,480);

line(639,0,639,480);

line(639,479,0,479);

for(i=0;i<=1000;i++)

{

x=rand()%639;

y=rand()%480;

putpixel(x,y,15);

}

getch();

closegraph();

}

/\* End of program \*/