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 \*/