

**CIRCLE CHANGING COLOUR AND DESIGN**

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

```
#include<iostream.h>
```

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

```
#include<dos.h>
```

```
#include<stdlib.h>
```

```
void main()
```

```
{
```

```
int gd=DETECT,gm;
```

```
int x,y,r,c,mx,my;
```

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

```
cout<<"enter x, y , r,c";
```

```
cin>>x>>y>>r>>c;
```

```
mx=getmaxx();
```

```
my=getmaxy();
```

```
while(!kbhit())
```

```
{
```

```
if((x>=mx)|| (y>=my))
```

```
{
```

```
while((x>0)|| (y>0))
```

```
{
```

```
cleardevice();
```

```
setcolor(c);
circle(x,y,r);
setfillstyle(rand()%11,rand()%16);
floodfill(x,y,c);
x=x-rand()%10;
y=y-rand()%10;
}
}
else
{
while((x<=mx)||(y<=my))
{
cleardevice();
setcolor(c);
circle(x,y,r);
setfillstyle(rand()%11,rand()%16);
floodfill(x,y,c);
x=x+rand()%10;
y=y+rand()%10;
}
}

delay(10);
```

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