**TO MOVE PERSON HAVING BALLOON**

```
#include<graphics.h>
#include<conio.h>
#include<iostream.h>
#include<DOS.h>
#include<stdlib.h>
#include<math.h>
void main()
{
     int gd=DETECT,gm;
     initgraph(&gd,&gm,"");
     int x,y,xm;
     cout<<"enter x,y";
     cin>>x>>y;
     xm=getmaxx();
     circle(x,y,50);
     ellipse(x-25,y-15,0,360,3,2);
     ellipse(x+25,y-15,0,360,3,2);
     line(x,y-10,x,y+10);
     arc(x,y+15,180,360,15);
     line(x,y+50,x,y+130);
     line(x,y+130,x-30,y+180);
     line(x-30,y+180,x-50,y+170);
     line(x,y+130,x+30,y+180);
     line(x+30,y+180,x+50,y+170);
     line(x,y+75,x+75,y+75);
```

```
line(x+75,y+75,x+170,y-10);
ellipse(x+170,y-50,0,360,28,40);
while(!kbhit())
{
        if(x<=xm)
        {
            cleardevice();
            x=x+20;
            circle(x,y,50);
            ellipse(x-25,y-15,0,360,3,2);
            ellipse(x+25,y-15,0,360,3,2);
            line(x,y-10,x,y+10);
            arc(x,y+15,180,360,15);
            line(x,y+50,x,y+130);
            line(x,y+130,x-30,y+180);
            line(x-30,y+180,x-50,y+170);
            line(x,y+130,x+30,y+180);
            line(x+30,y+180,x+50,y+170);
            line(x,y+75,x+75,y+75);
            line(x+75,y+75,x+170,y-10);
            ellipse(x+170,y-50,0,360,28,40);
            delay(100);
      }
      else
      {
      do
```

```
            {
                cleardevice();
                x=x-20;
                circle(x,y,50);
                ellipse(x-25,y-15,0,360,3,2);
                ellipse(x+25,y-15,0,360,3,2);
                line(x,y-10,x,y+10);
                arc(x,y+15,180,360,15);
                line(x,y+50,x,y+130);
                line(x,y+130,x-30,y+180);
                line(x-30,y+180,x-50,y+170);
                line(x,y+130,x+30,y+180);
                line(x+30,y+180,x+50,y+170);
                line(x,y+75,x+75,y+75);
                line(x+75,y+75,x+170,y-10);
                ellipse(x+170,y-50,0,360,28,40);
                delay(100);
            }while(x!=0);
            }
    }
    getch();
    closegraph();
}
```