

**TO MAKE A HUT**

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

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

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

```
void main()
```

```
{
```

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

```
clrscr();
```

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

```
setcolor(6);
```

```
rectangle(50, 180, 150, 300);
```

```
rectangle(150, 180, 320, 300);
```

```
rectangle(80, 250, 120, 300);
```

```
line(100, 100, 50, 180);
```

```
line(100, 100, 150, 180);
```

```
line(100, 100, 300, 100);
```

```
line(300, 100, 320, 180);
```

```
getch();
```

```
closegraph();
```

```
}
```