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C & C++

A to Z Function

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Creating a Rainbow using Graphics Programming in C

```c
#include<stdio.h>
#include<graphics.h>
#include<dos.h>

// function for making of rainbow
void rainbow()
{

// auto detection
int gdriver = DETECT,gmode;
int x, y, i;

initgraph(&gdriver,&gmode,"C:\\Turboc3\\BGI");

// message

printf("\nThis is a Rainbow");

//for background color
setbkcolor(BLUE+WHITE);

//finding centre x-ordinate of screen

x = getmaxx() / 2;

//finding centre y-ordinate of screen
y = getmaxy() / 2;

for (i=30; i<200; i++)
{

delay(100);

// select color for making of rainbow
setcolor(i/10);

//arc making with fixed centre and increasing radius
arc(x, y, 0, 180, i-10);
}
}
// driver program
int main()
{
rainbow();
return 0;
}
```

Example of graphics program in C

Explanation of Graphics Program

(initgraph);- This function is used for initializing graphics mode(were passed three arguments to initgraph function)

&gdriver:-This is the address of gdriver (Graphics Driver) variable. &gmode:- This is the address of gmode (Graphics Mode)

"C:\\Turboc3\\BGI":- This is the directory path where BGI files are stored, This directory only work with Turbo C (DOS) Editor.

delay();- delay function stored under dos.h for holding the function for some time.

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