

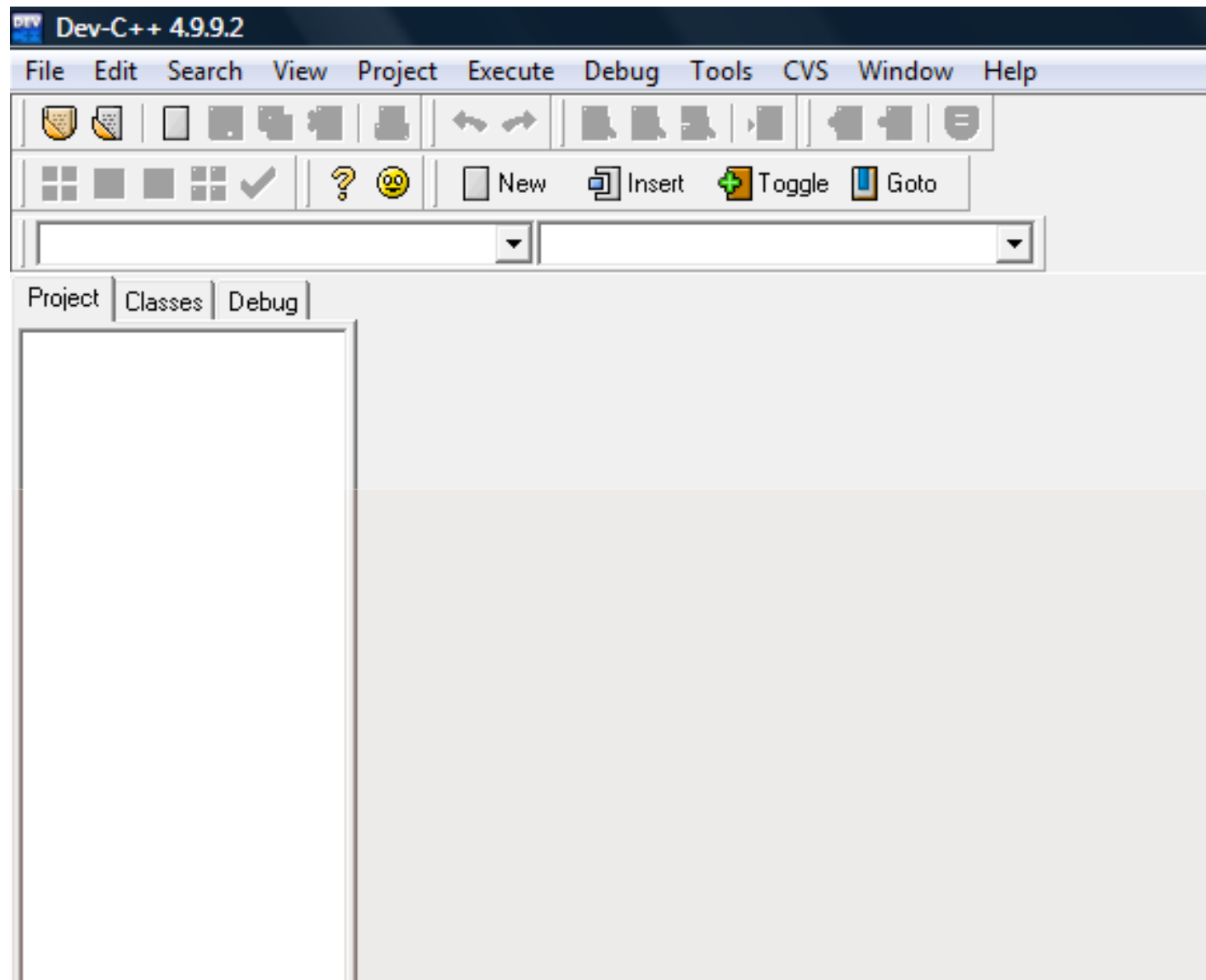
USANDO A BIBLIOTECA

WINBGI – GRAPHICS

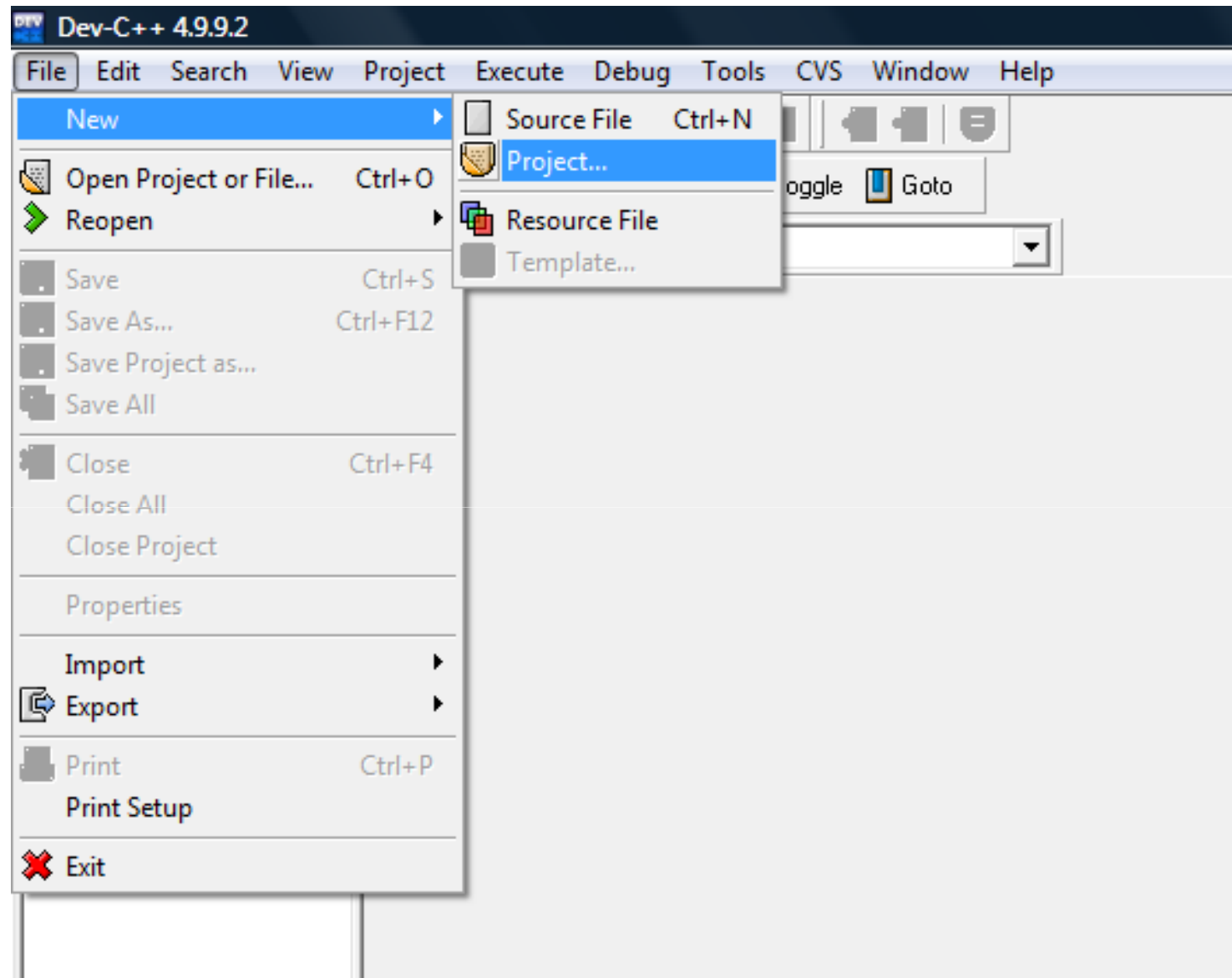
COM O DEV-C++

Instruções Passo-a-Passo

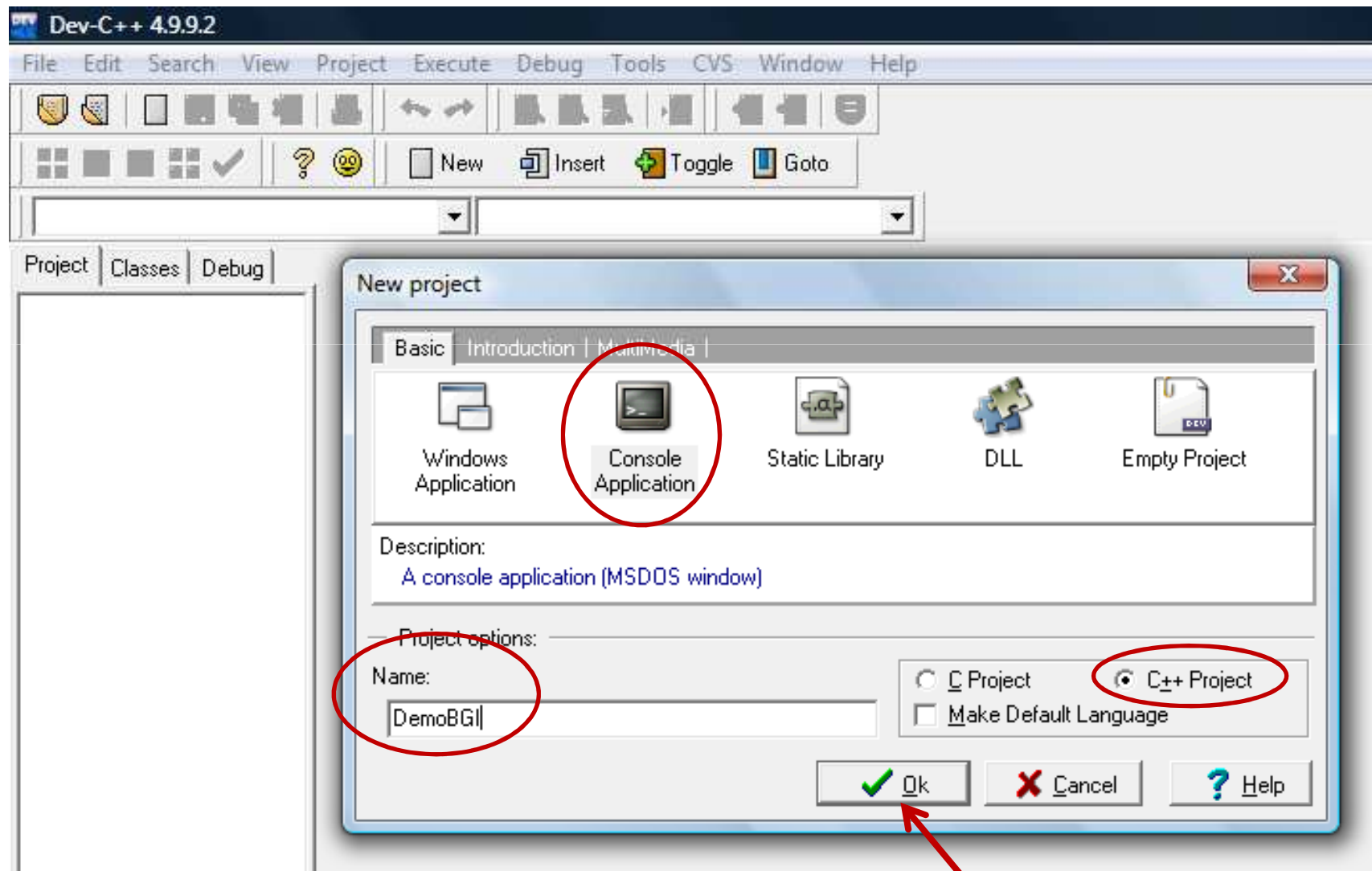
1. Abrir o Dev-C++



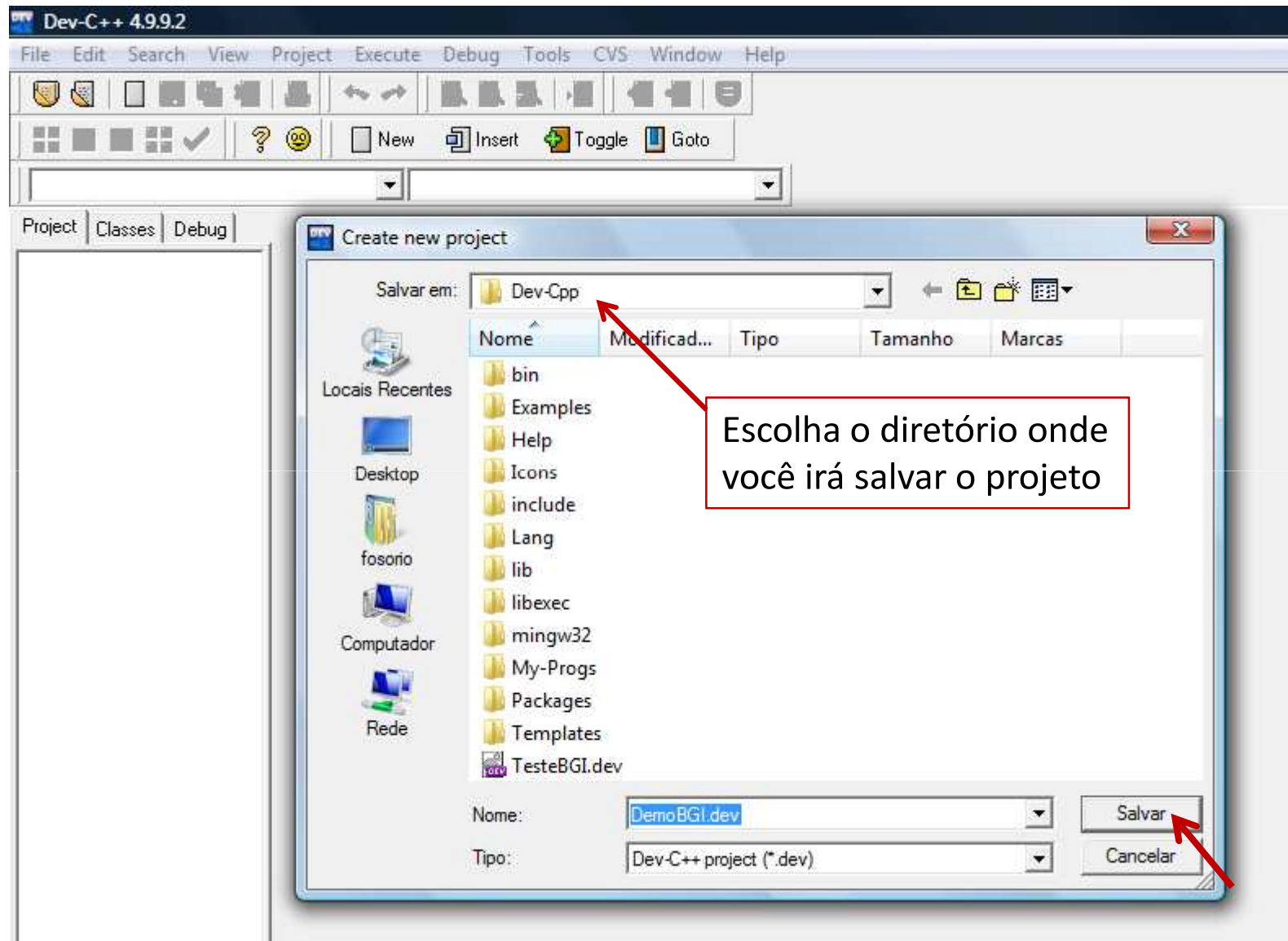
2. Criar um novo Projeto (File – New – Project)



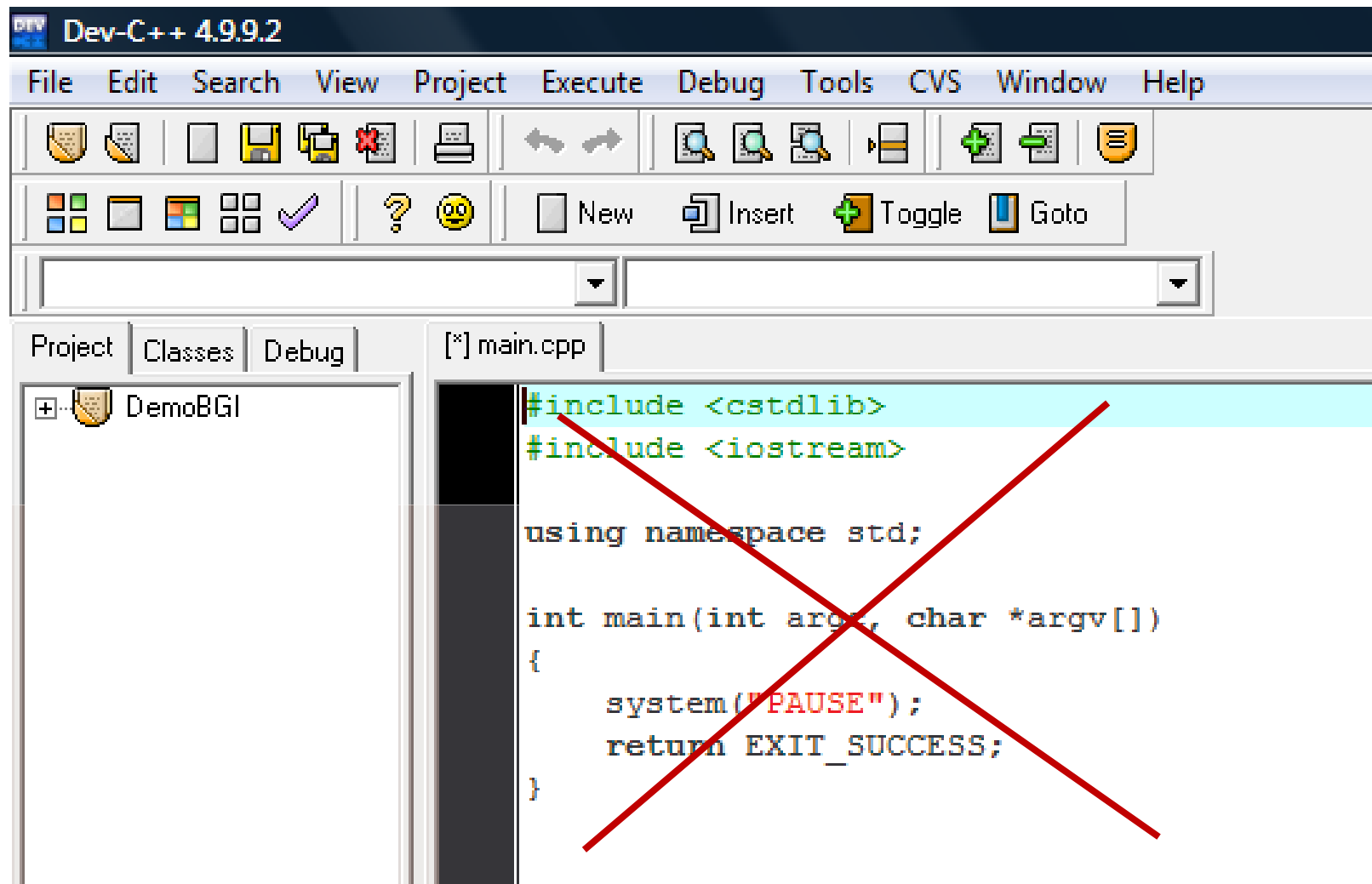
3. Seleccionar:
- Console Application
 - C++ Project
 - Project Name



4. Salvar o Project



5. Arquivo inicial... Vamos jogar fora!



6. Digite o seguinte programa...

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

int main(int argc, char *argv[])
{
    initwindow(640,480); // Inicializa uma janela gráfica de 640x480

    setcolor(RED);      // Seleciona cor: RED, GREEN, BLUE, WHITE, BLACK...
    line(0,0,640,0);    // Desenha uma linha line (xini,yini,xfim,yfim)
    line(0,1,640,1);
    line(0,2,640,2);

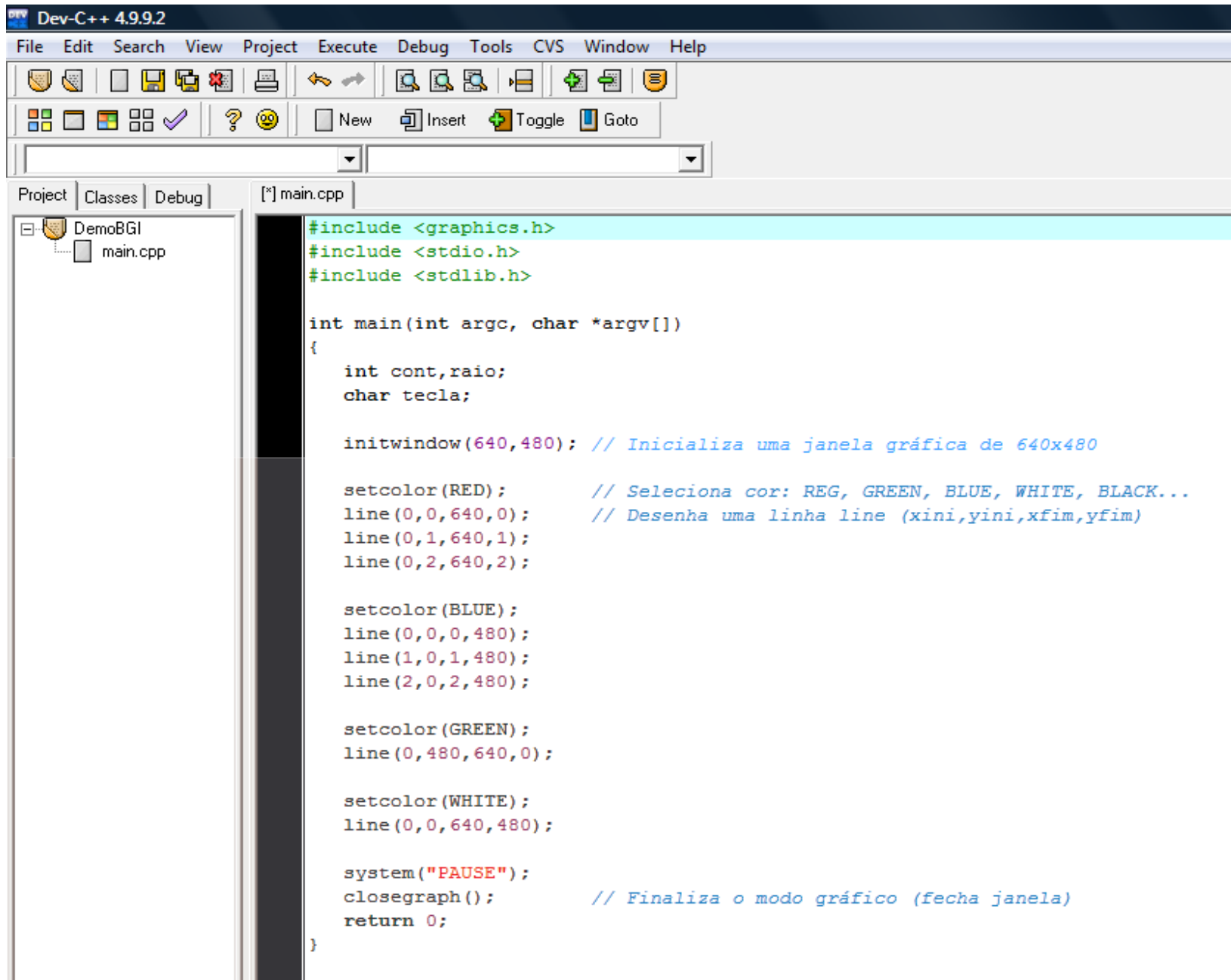
    setcolor(BLUE);
    line(0,0,0,480);
    line(1,0,1,480);
    line(2,0,2,480);

    setcolor(GREEN);
    line(0,480,640,0);

    setcolor(WHITE);
    line(0,0,640,480);

    system("PAUSE");
    closegraph();      // Finaliza o modo gráfico (fecha janela)
    return 0;
}
```

7. Programa digitado no Dev-C++



The image shows the Dev-C++ 4.9.9.2 IDE interface. The main window displays a C++ program named `main.cpp` within a project called `DemoBGI`. The code uses the `graphics.h` library to draw a window and several lines in different colors (red, blue, green, white).

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

int main(int argc, char *argv[])
{
    int cont,raio;
    char tecla;

    initwindow(640,480); // Inicializa uma janela gráfica de 640x480

    setcolor(RED);      // Seleciona cor: REG, GREEN, BLUE, WHITE, BLACK...
    line(0,0,640,0);    // Desenha uma linha line (xini,yini,xfim,yfim)
    line(0,1,640,1);
    line(0,2,640,2);

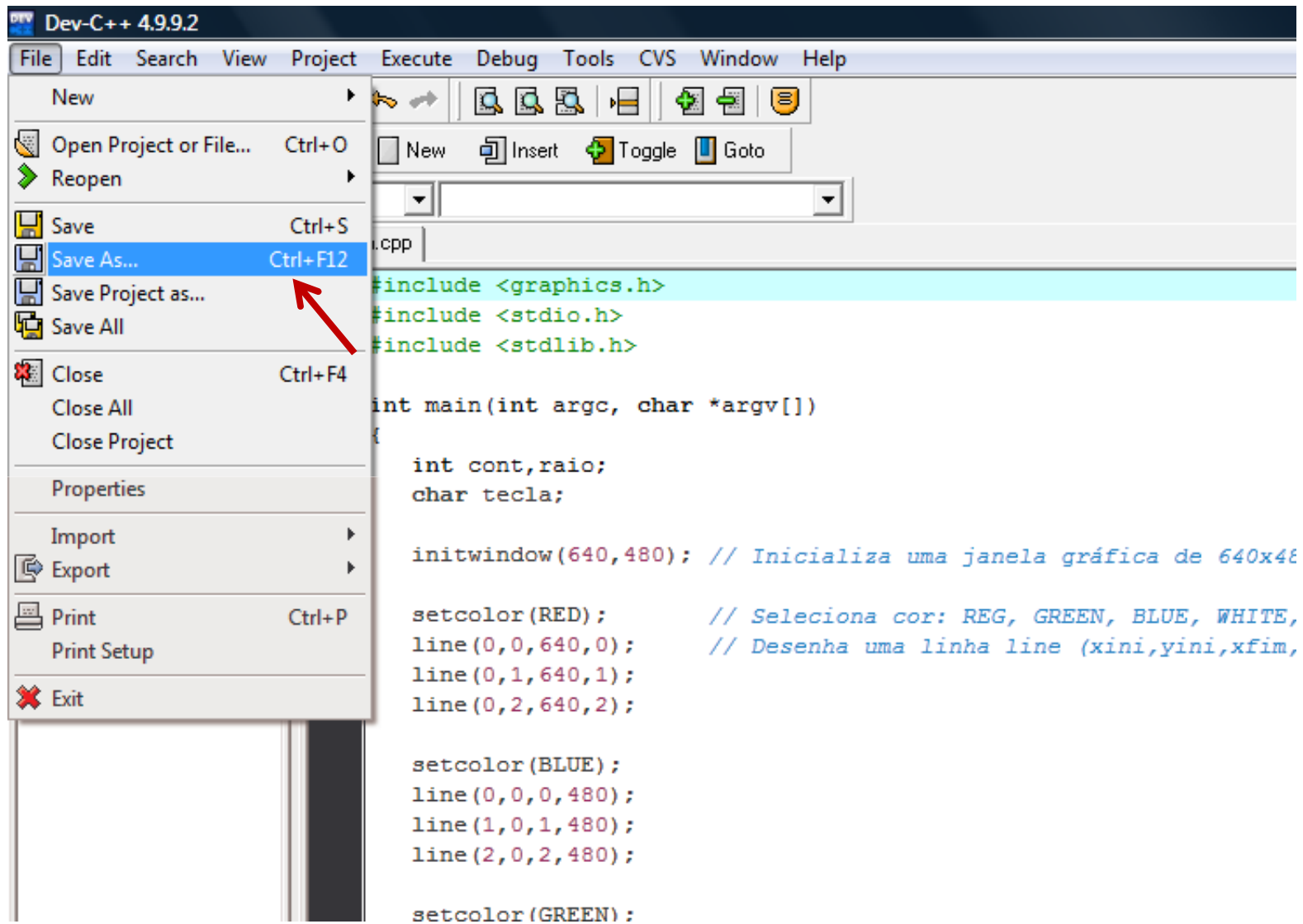
    setcolor(BLUE);
    line(0,0,0,480);
    line(1,0,1,480);
    line(2,0,2,480);

    setcolor(GREEN);
    line(0,480,640,0);

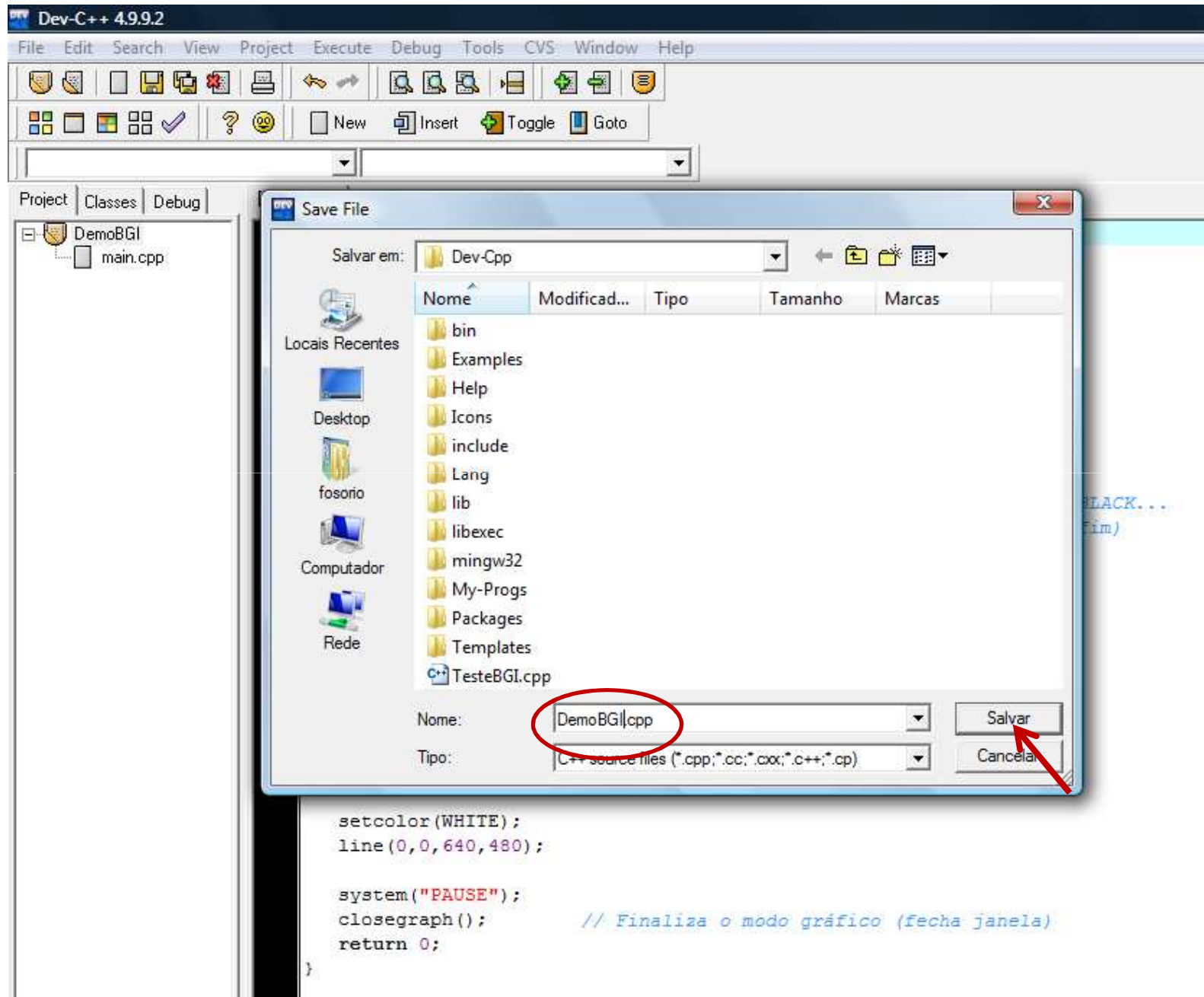
    setcolor(WHITE);
    line(0,0,640,480);

    system("PAUSE");
    closegraph();      // Finaliza o modo gráfico (fecha janela)
    return 0;
}
```

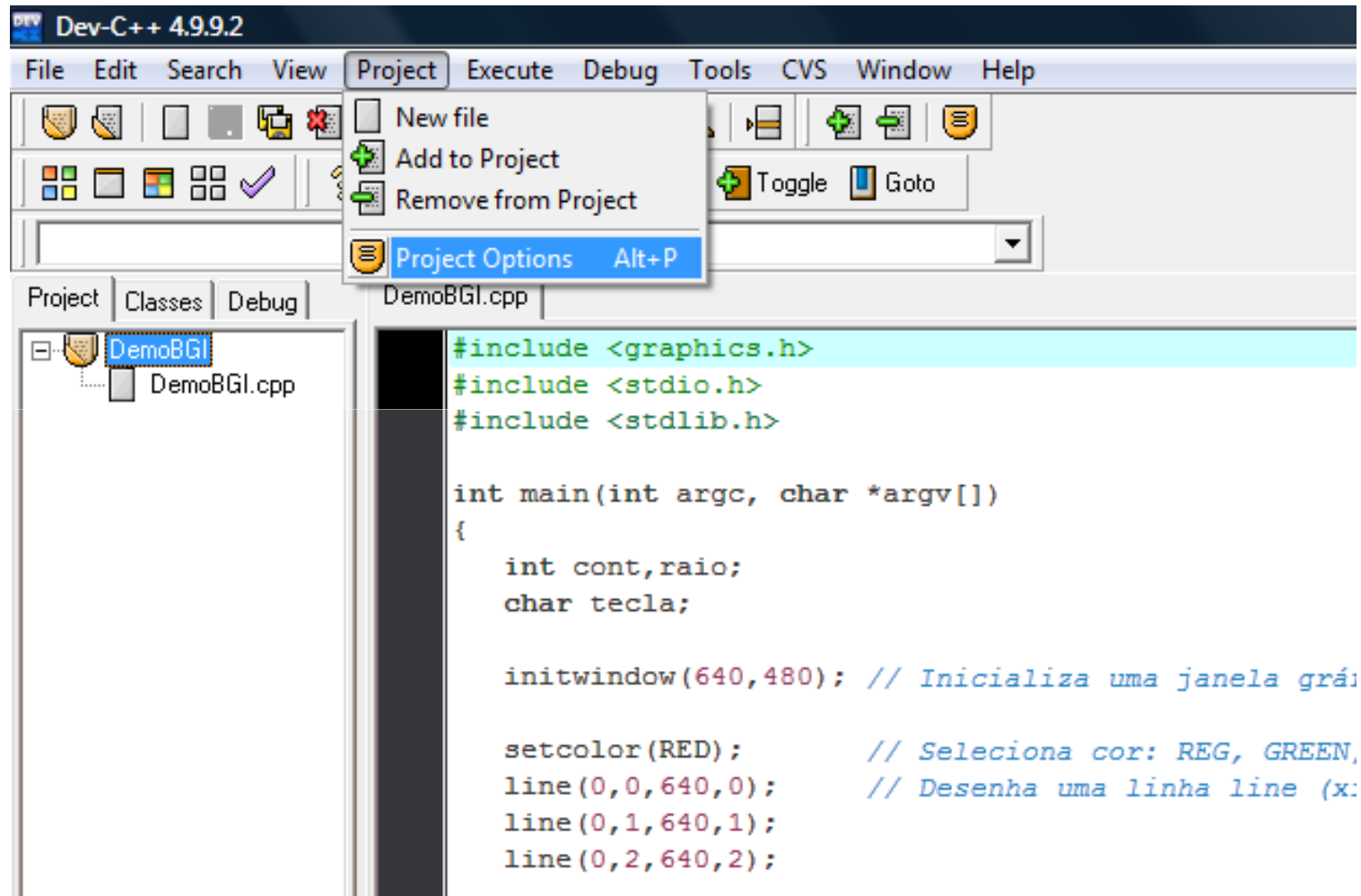

8. Salvar o programa... File – Save As



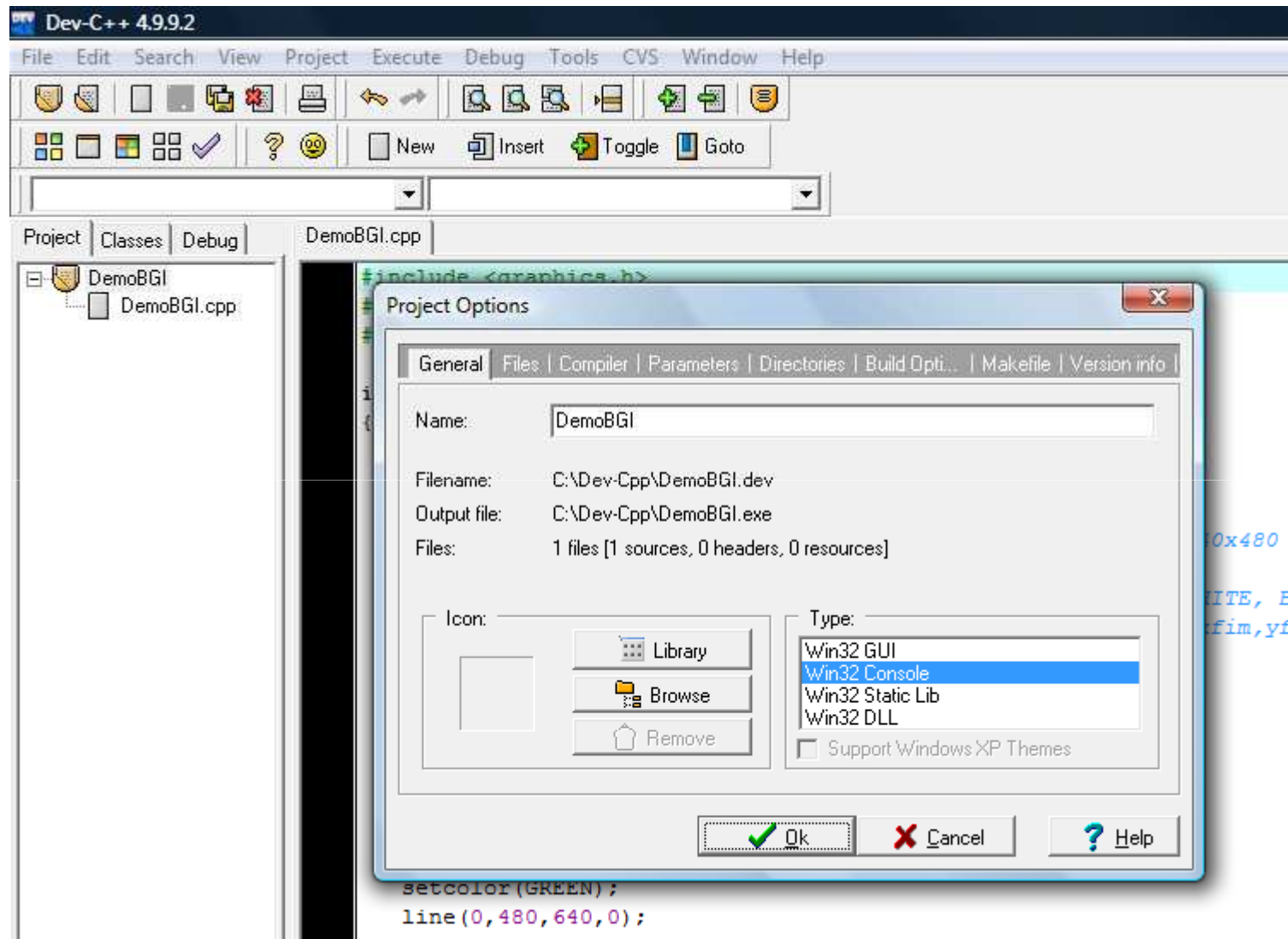
9. Digitar o nome do programa: DemoBGI.cpp



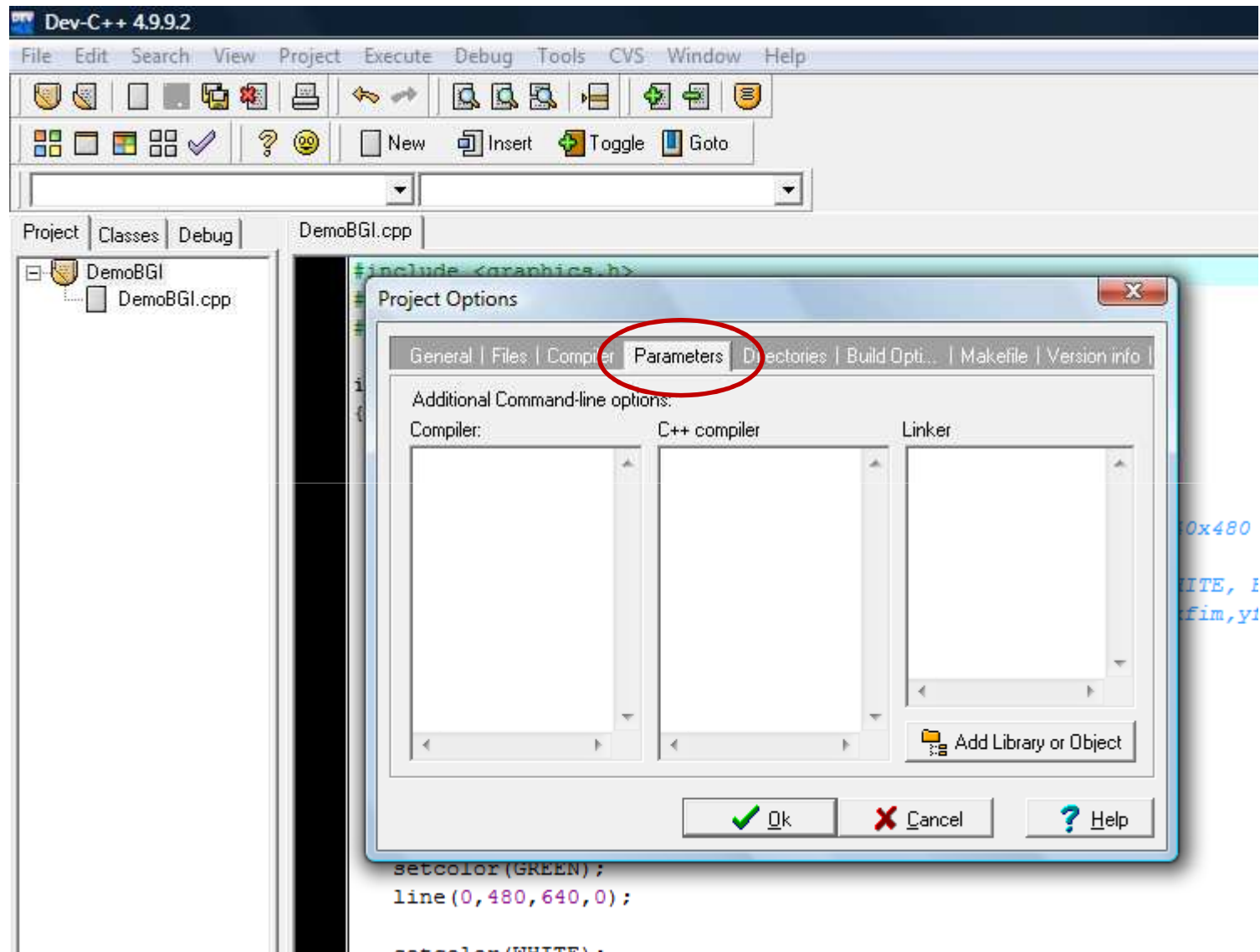
10. Configurar o projeto para usar a Biblioteca Graphics
- Entrar no Menu: Project – Project Options



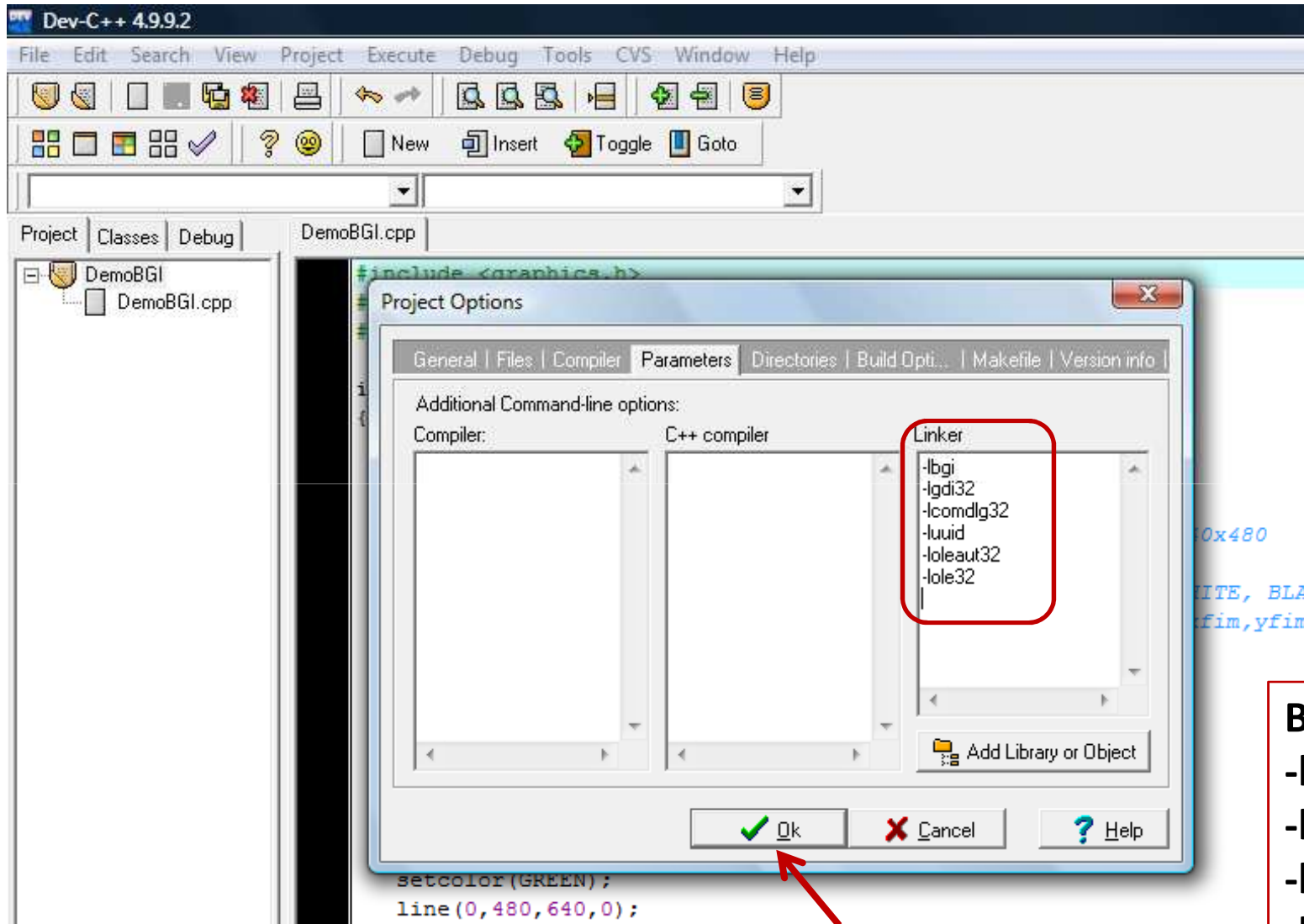
11. Project Options



12. Project Options: Abrir a aba "Parameters"

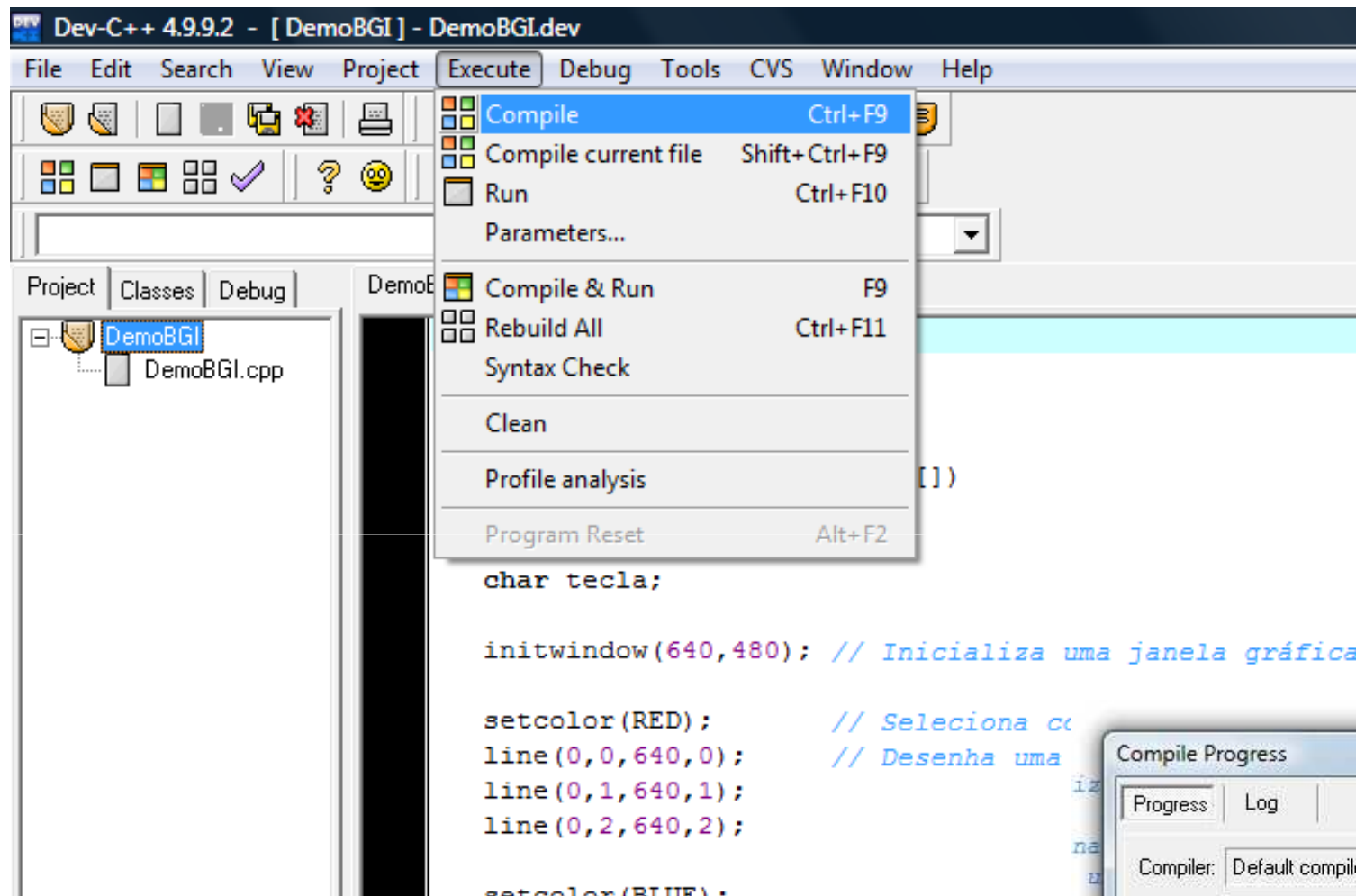


13. Project Options – Parameters: Digitar o nome das bibliotecas usadas pelo Graphics

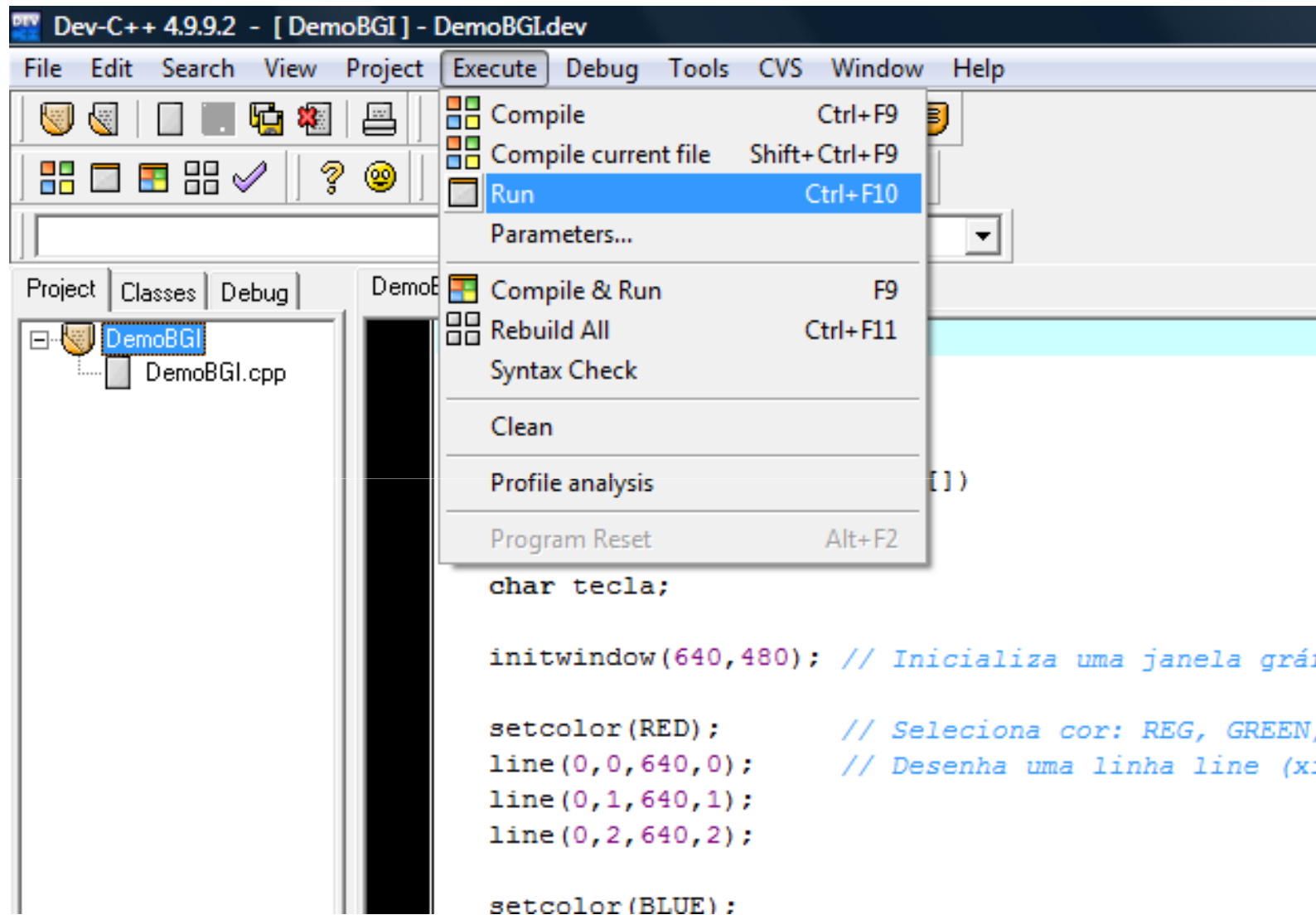


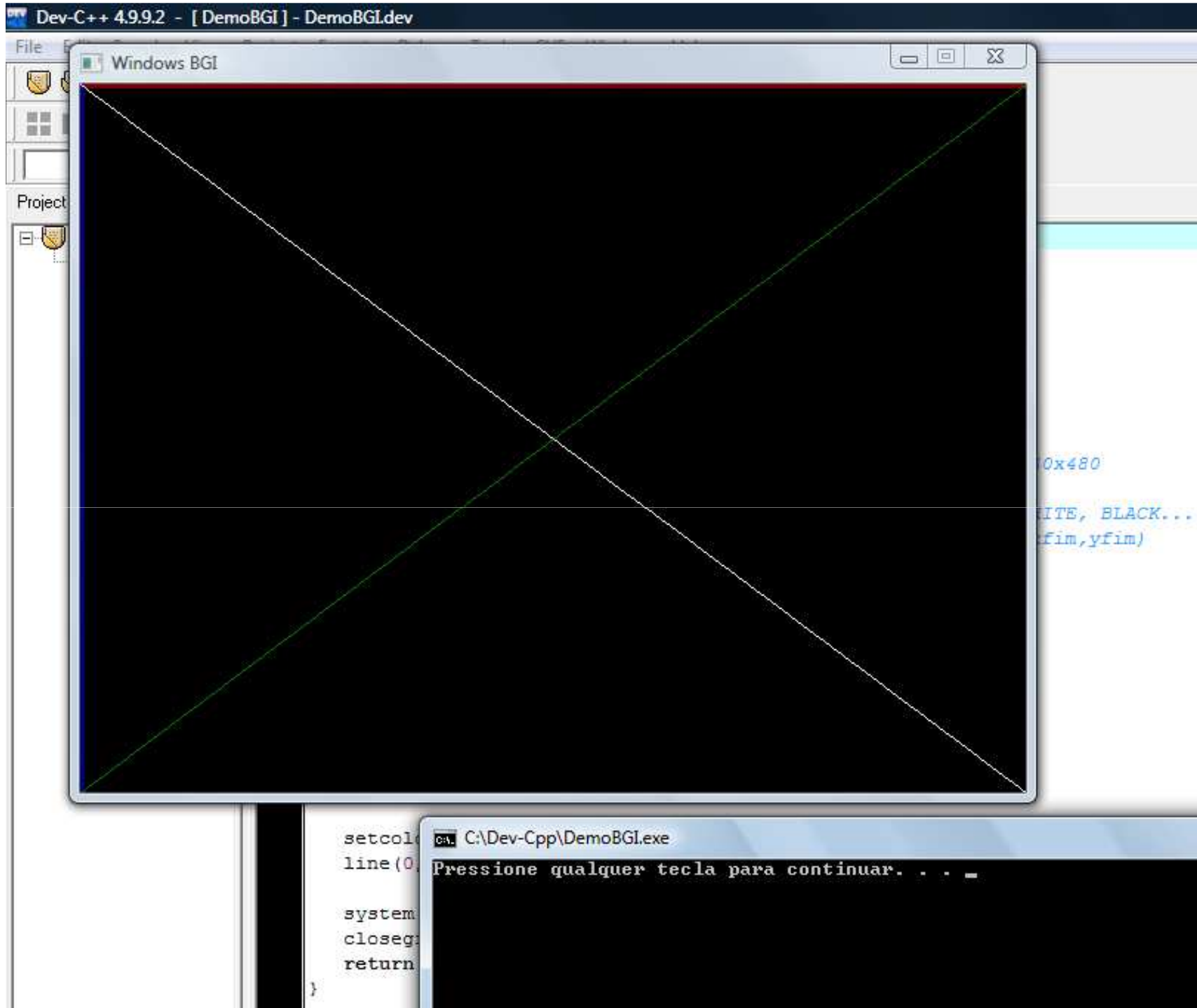
Bibliotecas:
-lbg
-lgdi32
-lcomdlg32
-luuid
-loleaut32
-lole32

14. COMPILAR...



15. EXECUTAR!





```
0x480  
ITE, BLACK...  
fim,yfim)
```

```
C:\Dev-Cpp\DemoBGL.exe  
Pressione qualquer tecla para continuar. . . _
```

FIM!