C++ PROGRAM TO SHOW ANIMATED DANCING DOLLS IN GRAPHICS

```cpp
#include<dos.h>
#include<iostream.h>
#include<conio.h>
#include<graphics.h>
class doll
{
    public:
        void dolldraw(int x)
        {
                int y=100;
                circle(x,y+10,10);
                line(x,y+20,x,y+100);
                line(x,y+40,x-20,y+70);
                line(x,y+40,x+20,y+70);
                line(x,y+100,x-20,y+120);
                line(x,y+100,x+20,y+120);
        }
        void dollmoll(int x)
        {
                int y=100;
                circle(x,y+10,10);
                line(x,y+20,x,y+100);
                line(x,y+50,x-20,y+30);
                line(x,y+50,x+20,y+30);
                line(x,y+100,x-20,y+90);
                line(x,y+100,x+20,y+90);
        }

};
void main()
{
        doll a,b,c,d,e;
        int h,i,j,k;
        int gd=DETECT,gm;
        initgraph(&gd,&gm,"C:\\TC\\BGI");
        int w=50;
        while(!kbhit())
```

```
        {
                a.dolldraw(w);
                h=w+45;
                b.dolldraw(h);
                j=h+45;
                c.dolldraw(j);
                i=j+45;
                d.dolldraw(i);
                k=i+45;
                e.dolldraw(k);
                delay(500);
                cleardevice();
                w=150;
                a.dollmoll(w);
                b.dollmoll(h);
                c.dollmoll(i);
                d.dollmoll(j);
                e.dollmoll(k);
                delay(500);
                cleardevice();
        }
        getch();
        closegraph();
}
```