

Application on Bus

```
#include<graphics.h>
#include<conio.h>
#include<iostream.h>
void main()
{
    intgd = DETECT,gm,x,y;
    initgraph (&gd,&gm,"c://turboc3/BGI");
    setcolor(2);
    rectangle(200,100,500,300);
    rectangle(250,150,300,200);
    rectangle(330,150,380,200);
    rectangle(410,150,460,200);
    line(200,220,500,220);
    circle(250,300,25);
    circle(450,300,25);
    getch();
    closegraph();
}
```