

Program to make night sky

```
#include<graphics.h>

#include<iostream.h>

#include<conio.h>

#include<dos.h>

void main()

{

    int gd=DETECT,gm;

    initgraph(&gd,&gm,"c:\\BGI");

    outtextxy(150,10,"This is program to make night sky   www.Bcanotes.com");

    setcolor(GREEN);

    setfillstyle(1,WHITE);

    arc(100,80,218,60,50);

    floodfill(100,80,GREEN);

    setcolor(GREEN);

    setfillstyle(1,WHITE);

    arc(80,60,255,28,50);

    floodfill(80,60,GREEN);

    setcolor(GREEN);

    setfillstyle(1,BLACK);

    arc(100,80,218,60,50);

    floodfill(250,350,GREEN);
```

```
setcolor(GREEN);  
setfillstyle(1,BLACK);  
arc(80,60,255,28,50);  
floodfill(150,270,GREEN);  
setcolor(WHITE);  
circle(200,90,1);  
circle(400,40,1);  
circle(100,300,1);  
circle(400,400,1);  
circle(500,370,1);  
circle(350,250,1);  
circle(520,150,1);  
circle(40,50,1);  
circle(200,470,1);  
circle(200,200,1);  
circle(200,390,1);  
getch();  
closegraph();  
}
```