

## Advanced Graphics Programming In Turbo Pascal

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### Advanced Graphics Programming In Turbo

There are some predefined colors in computer graphics. Here n is the color number. setfillstyle(l): A function from graphics.h header file which sets the current fill pattern and fill color. floodfill(l): A function from graphics.h header file which is used to fill an enclosed area. Below is the implementation of to draw Chess Board using ...

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In computer graphics, a sprite is a two-dimensional bitmap that is integrated into a larger scene, most often in a 2D video game.Originally, the term sprite referred to fixed-sized objects composited together, by hardware, with a background. Use of the term has since become more general. Systems with hardware sprites include arcade video games of the 1970s and 1980s; game consoles such as the ...

### Sprite (computer graphics) - Wikipedia

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