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C Source Code
Using Graphics in the First Year of Programming with C++
Dr. Thomas E. Gibbons
CS/CIS Department
College of St. Scholastica
Duluth, MN
tgibbons@css.edu
Abstract
Today, a graphical user interface to computers is assumed, but doing graphical programming with C++ in the first year of a programming class is relatively uncommon.
Using Graphics in the First Year of Programming with C++
While trying c graphic programming on Ubuntu, I figured

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this tutorial i will cover
some standard library
functions, so you can
probably figure out the
remaining graphics
functions on your own.
Basically there are two
diffrent modes,namely
text mode and
graphics mode. In text
mode it is possibe to
display or capture only
text in terms of ASCII.

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Now we are done with configuring of the DevC++ to support graphics programming. We shall write our very first graphics program now. Running the first graphics program.

Open DevC++. Click file ->New ->Project. Make sure you get the Console Graphics option. However, we are not going to click on it.

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