

**Mr. Giansante**



**C++ Programming  
Setting Up Graphics  
With Dev C++**

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# Setting up Graphics with Dev C++

We will use BGI (Borland Graphics Interface) Libraries for Windows.

In order to use Graphics with Dev C++, you must follow several steps.

## Steps

Note: The folder path may vary slightly depending on where you installed Dev C++

1. From my website, download [graphics.h](#)

Copy it to the folder:

C:\Program Files (x86)\Dev-Cpp\MinGW64\x86\_64-w64-mingw32\include

2. From my website, download [winbgim.h](#)

Copy it to the folder:

C:\Program Files (x86)\Dev-Cpp\MinGW64\x86\_64-w64-mingw32\include

3. From my website, download [libbgi.a](#)

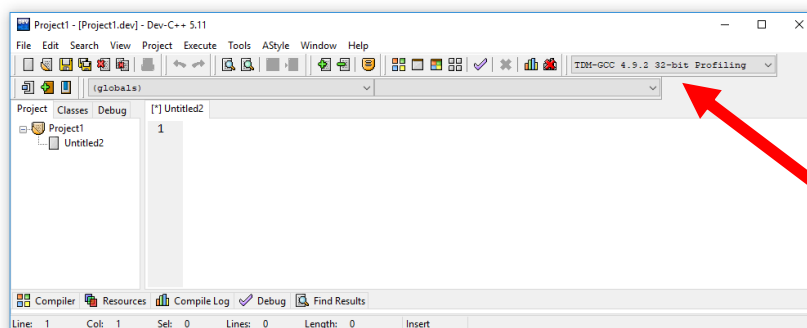
Copy it to the folders:

C:\Program Files (x86)\Dev-Cpp\MinGW64\lib

C:\Program Files (x86)\Dev-Cpp\MinGW64\x86\_64-w64-mingw32\lib

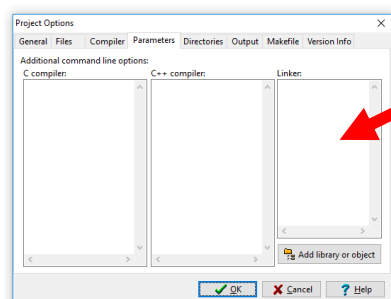
4. Open a new project in Dev C++ and choose **Empty Project**.

5. In the title bar, choose **TDM-GCC 4.9.2 32-bit Profiling** option in the dropdown.



6. Select ... **Project | Project Options** and then choose the **Parameters** tab.

Copy and paste the following in the linker column



```
-lbgi  
-lgdi32  
-lcomdlg32  
-luuid  
-loleaut32  
-lole32
```

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## Test Program

If you did everything correctly, the following program should compile and execute.

It creates a circle.

```
#include <winbgim.h>
#include <conio.h>
using namespace std;

int main()
{
    initwindow(400, 400);
    setbgcolor(4); // Blue
    setcolor(15); // white
    circle(200,200,100);
    getch();
    closegraph();
    return 0;
}
```

