**Program to Move a Fish**

#include<graphics.h>  
#include<iostream.h>  
#include<conio.h>  
#include<dos.h>  
#include<stdlib.h>  
void main()  
{  
int gd=DETECT,gm;  
int x,y,r,c,mx,my;  
initgraph(&gd,&gm," ");  
cout<<"enter x, y ,c";  
cin>>x>>y>>c;  
mx=getmaxx();  
my=getmaxy();  
while(!kbhit())  
{  
if((x>=mx)||(y>=my))  
{  
while((x>0)||(y>0))  
{  
cleardevice();  
setcolor(c);  
ellipse(x,y,0,360,50,20);  
circle(x-40,y-5,2);  
line(x+50,y,x+80,y-30);  
line(x+80,y-30,x+80,y+30);  
line(x+80,y+30,x+50,y);  
setfillstyle(1,0);  
floodfill(x,y,c);  
x=x-rand()%10;  
y=y-rand()%10;  
}}  
else  
{  
while((x<=mx)||(y<=my))  
{  
cleardevice();  
setcolor(c);  
ellipse(x,y,0,360,50,20);  
circle(x-40,y-5,2);  
line(x+50,y,x+80,y-30);  
line(x+80,y-30,x+80,y+30);  
line(x+80,y+30,x+50,y);  
setfillstyle(1,0);  
floodfill(x,y,c);  
x=x+rand()%10;  
y=y+rand()%10;  
}}  
delay(200);  
}  
getch();  
closegraph();  
}