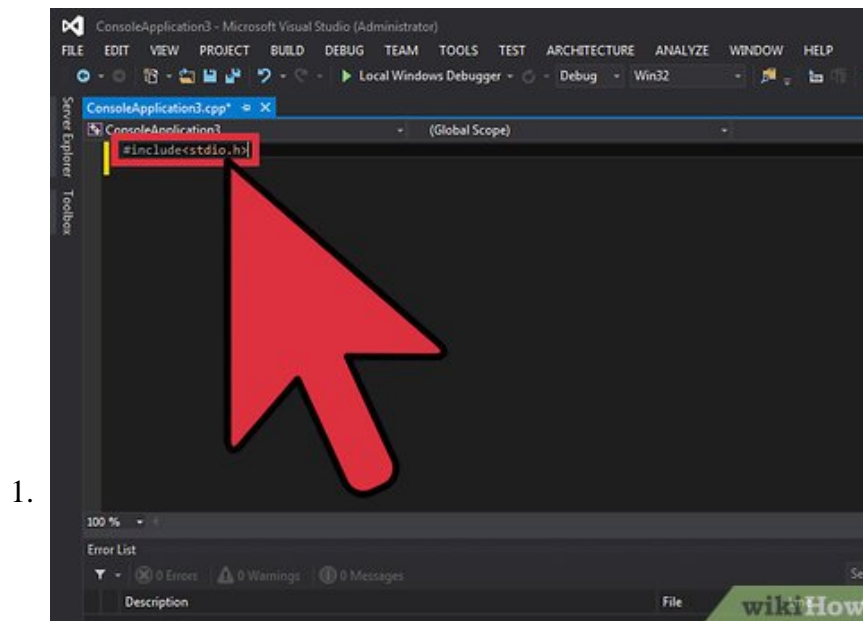


How to Get Color in C Program

Changing the color of text or shapes in your C program can help them pop when the user runs your program. Changing the color of your text and objects is a fairly straightforward process, and the necessary functions are included in the...

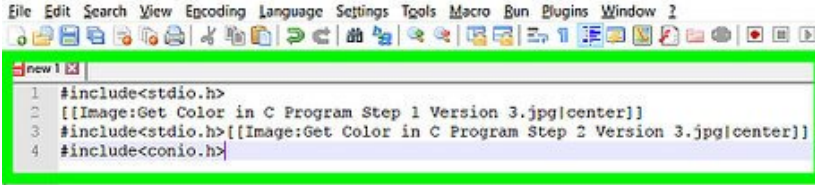
Part 1 of 2:

Changing Output Text Color




Include the Standard Input and Output library. This common library allows you to change the color that the text output displays. Add the following code to the top of your program:^[1]

```
#include
```



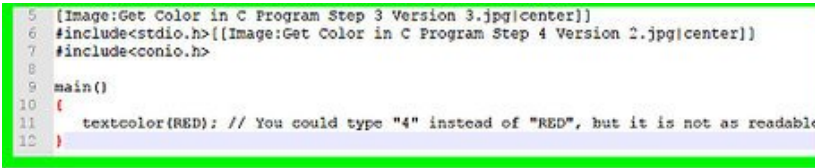
```
1 #include<stdio.h>
2 [[Image:Get Color in C Program Step 1 Version 3.jpg|center]]
3 #include<stdio.h>[[Image:Get Color in C Program Step 2 Version 3.jpg|center]]
4 #include<conio.h>
```

2.




Include the Console Input and Output library. This will make it easier to capture keyboard input from the user. Add the library below the `stdio.h` library:

```
#include #include
```



```
5 [[Image:Get Color in C Program Step 3 Version 3.jpg|center]]
6 #include<stdio.h>[[Image:Get Color in C Program Step 4 Version 2.jpg|center]]
7 #include<conio.h>
8
9 main()
10 {
11     textcolor(RED); // You could type "4" instead of "RED", but it is not as readable
12 }
```

3.



Use the `textcolor` function to define what color you want to use for text. You can use this function to vary the text colors of your output. Colors must be written in all caps, or expressed as a numeral:

```
#include #include main() { textcolor(RED);
// You could type "4" instead of "RED", but it is not as readable }
```

Color Numerical Value BLACK

0

BLUE

1

GREEN

2

CYAN

3

RED

4

MAGENTA

5

BROWN

6

LIGHTGRAY

7

DARKGRAY

8

LIGHTBLUE

9

LIGHTGREEN

10

LIGHTCYAN

11

LIGHTRED

12

LIGHTMAGENTA

13

YELLOW

14

WHITE

15


1. There are more colors than this. The colors available depend on the installed graphics drivers and current mode. Colors must be written in all caps.^[2]

```
[[Image:Get Color in C Program Step 5 Version 2.jpg|center]]
#include<stdio.h>[[Image:Get Color in C Program Step 6 Version 2.jpg|center]]
#include<conio.h>

main()
{
    textcolor(RED); // You could type "4" instead of "RED", but it is not as readable
    printf("Hello, World!");

    getch();
    return 0;
}
```

4.

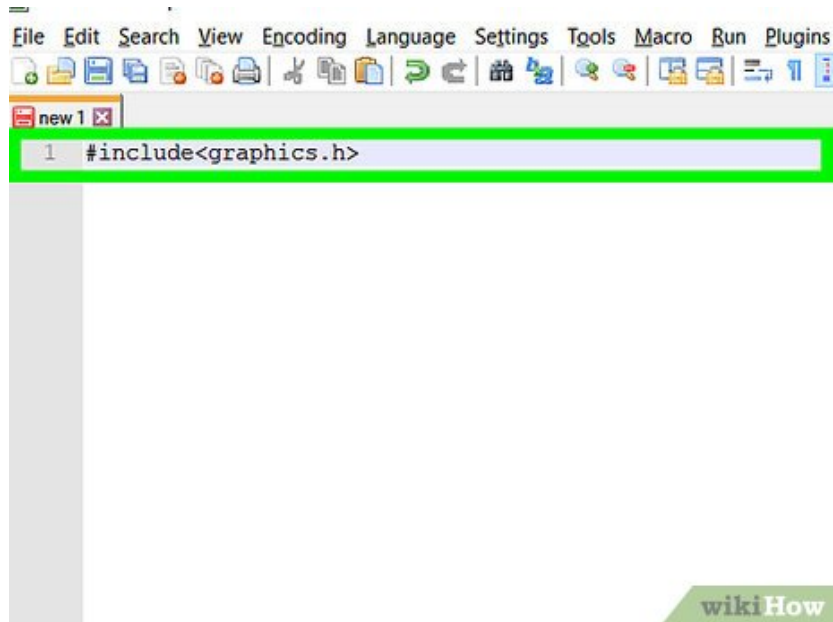


Add output text and finish the program. Include a `cprintf` function to display some text in your new color. Use a `getch` function at the end to close the program when the user presses a key.

```
#include #include main() { textcolor(RED);
// You could type "4" instead of "RED", but it is not as readable
cprintf("Hello, World!"); getch(); return 0; }
```

Part 2 of 2:

Changing Drawing Color

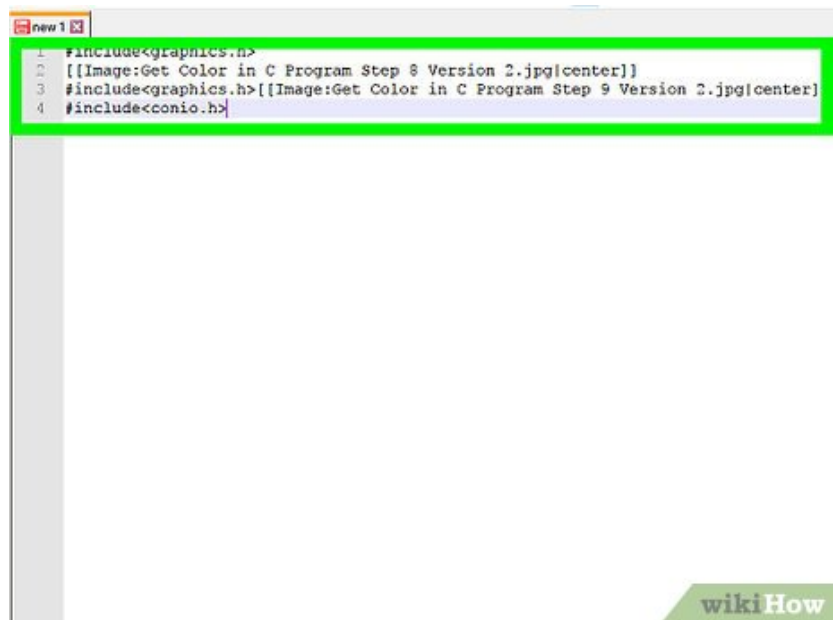


A screenshot of a code editor window titled "new 1". The menu bar includes "File", "Edit", "Search", "View", "Encoding", "Language", "Settings", "Tools", "Macro", "Run", and "Plugins". The toolbar contains various icons for file operations and development. The code editor shows a single line of code: `1 #include<graphics.h>`. The line is highlighted with a green border. A "wikiHow" logo is visible in the bottom right corner of the editor window.

1.

Include the graphics library. The C graphics library allows you to draw objects, as well as adjust their color. You can get access to the graphics library by including it at the top of your program:

```
#include
```



A screenshot of a code editor window titled "new 1". The menu bar and toolbar are the same as in the first screenshot. The code editor shows four lines of code: `1 #include<graphics.h>`, `2 [[Image:Get Color in C Program Step 8 Version 2.jpg|center]]`, `3 #include<graphics.h>[[Image:Get Color in C Program Step 9 Version 2.jpg|center]]`, and `4 #include<conio.h>`. The entire code block is highlighted with a green border. A "wikiHow" logo is visible in the bottom right corner of the editor window.

2.

Include the Console Input and Output library. You can use this library to easily capture a user's input. Add the library below the `graphics.h` library:

```
#include #include
```

```
[[Image:Get Color in C Program Step 10 Version 2.jpg|center]]
#include<graphics.h>
#include<conio.h>

main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "C:\\TC\\BGI"); // Change this to the path of your compiler
}
```

3.

wikiHow

Initialize the variables for the graphics driver and mode. You'll need to do this before you begin drawing objects, so that the program has access to the system graphics drivers. This will create an area on the screen that the object will be drawn on.

```
#include #include main() { int gd = DETECT, gm; initgraph(&gd, &gm, "C:
TCBGI"); // Change this to the path of your compiler }
```

```

#include<graphics.h>
#include<conio.h>

main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "C:\\TC\\BGI");

    setcolor(BLUE); // You can enter "1" instead of "BLUE" to get the same color
}
```

4.

wikiHow

Set the color of the object you want to draw. Before coding in an object, use the `setcolor` function to define the color of the object you are about to draw: ^[3]

```
#include #include main() { int gd = DETECT, gm; initgraph(&gd, &gm, "C:
TCBGI"); setcolor(BLUE);
```

```
// You can enter "1" instead of "BLUE" to get the same color, but this is no  
}
```

```
17 main()  
18 {  
19     int gd = DETECT, gm;  
20     initgraph(&gd, &gm, "C:\\TC\\BGI");  
21     setcolor(BLUE); // You can enter "1" instead of "BLUE" to get the same  
22 }  
23  
24 #include<graphics.h>  
25 #include<conio.h>  
26  
27 main()  
28 {  
29     int gd = DETECT, gm;  
30     initgraph(&gd, &gm, "C:\\TC\\BGI");  
31  
32     setcolor(BLUE);  
33     rectangle(50,50,100,100); // These numbers indicate the location of th  
34 }
```

5.

Normal text file wikiHow

Draw an object of your choice. For this example, you'll be drawing a rectangle using the `rectangle` function. You can use any of the `graphics.h` drawing tools to draw in the color that you set.

```
#include #include main() { int gd = DETECT, gm; initgraph(&gd, &gm, "C:  
TCBGI"); setcolor(BLUE); rectangle(50,50,100,100);  
// These numbers indicate the location of the left-top and right-bottom corn  
}
```

```
new 1 X  
1 #include<graphics.h>  
2 #include<conio.h>  
3  
4 main()  
5 {  
6     int gd = DETECT, gm;  
7     initgraph(&gd, &gm, "C:\\TC\\BGI");  
8  
9     setcolor(BLUE);  
10    rectangle(50,50,100,100);  
11  
12    getch();  
13    closegraph();  
14    return 0;  
15 }
```

6.

wikiHow

Finish off the program and test it. Add the `getch` command and turn off the graphics area as you close the program. Compile it and give it a test run.

```
#include #include main() { int gd = DETECT, gm; initgraph(&gd, &gm, "C:\TCBGI"); setcolor(BLUE); rectangle(50,50,100,100); getch(); closegraph(); return 0; }
```

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