HOW TO USE CUSTOM SCREENSHOT

(All Screenshots are automatically saved in Pictures Folder)

Save Location: %userprofile%\Pictures

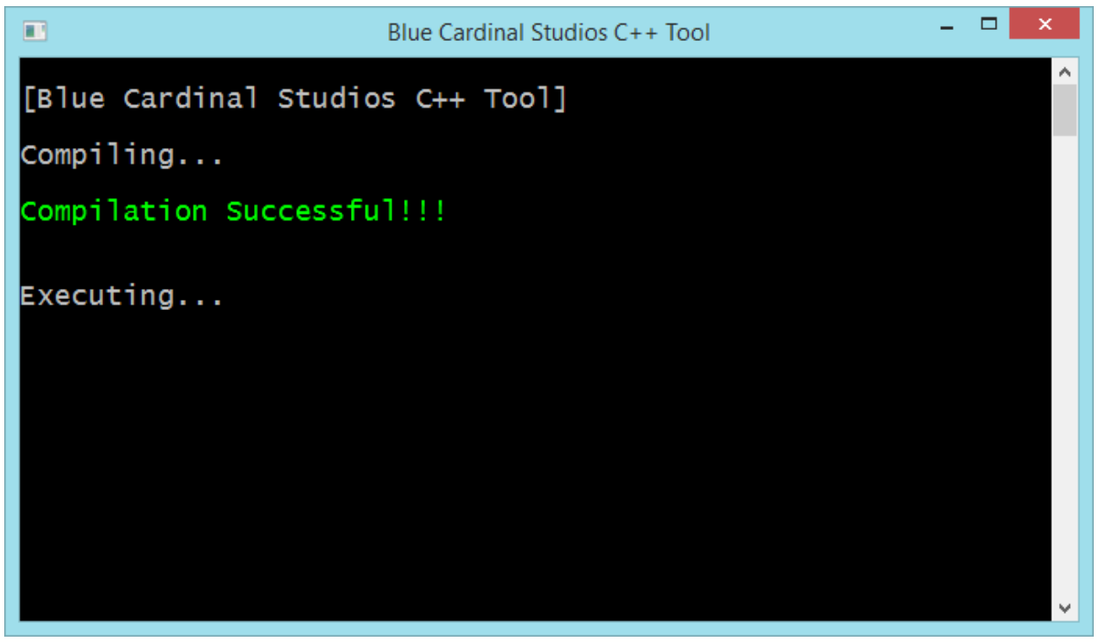
1) For Non-Graphics Programs (without graphics.h)

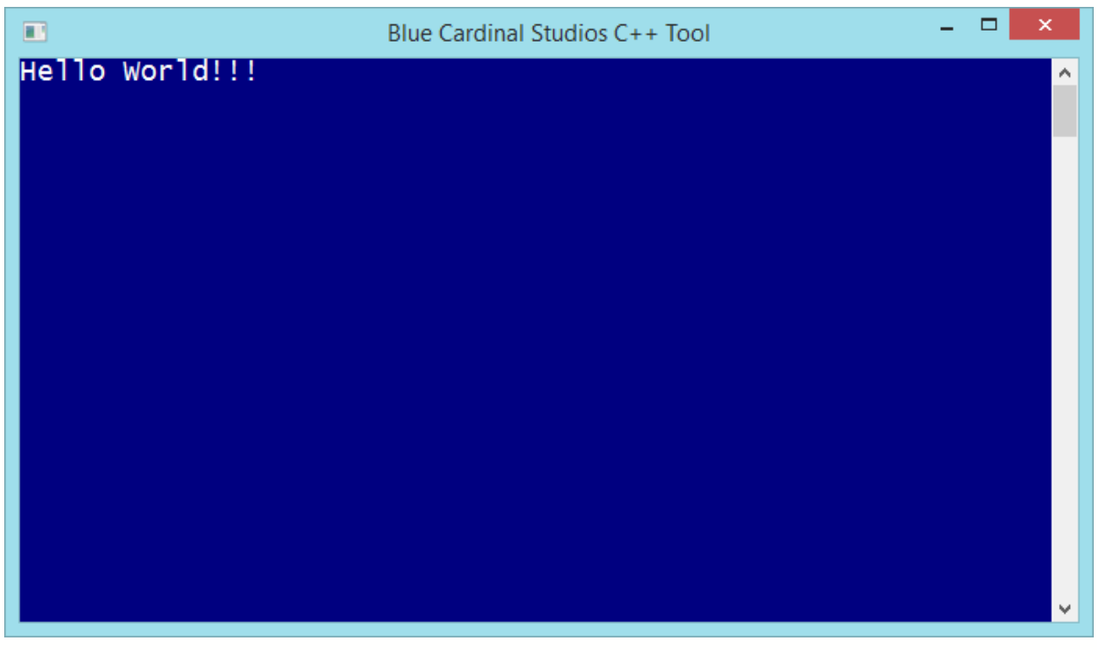
   Write this: `<!--screenshot-->`

   Code:

```
#include "iostream"
using namespace std;
int main()  {
    <!--screenshot-->
    system("cls");
    system("color 1F");
    cout<<"Hello World!!!";
    <!--screenshot-->
    return 0;
}
```

   Output:





2) For Graphics Programs (with graphics.h)

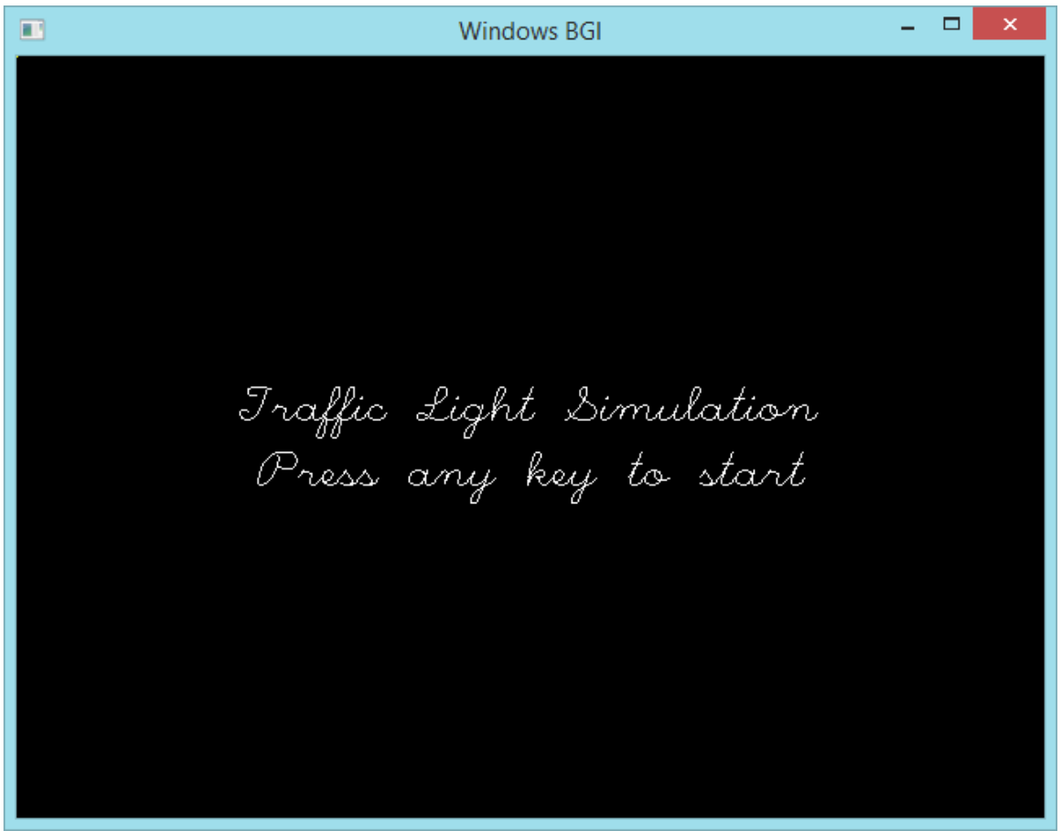
Write this: `<!--graphic-screenshot-->`

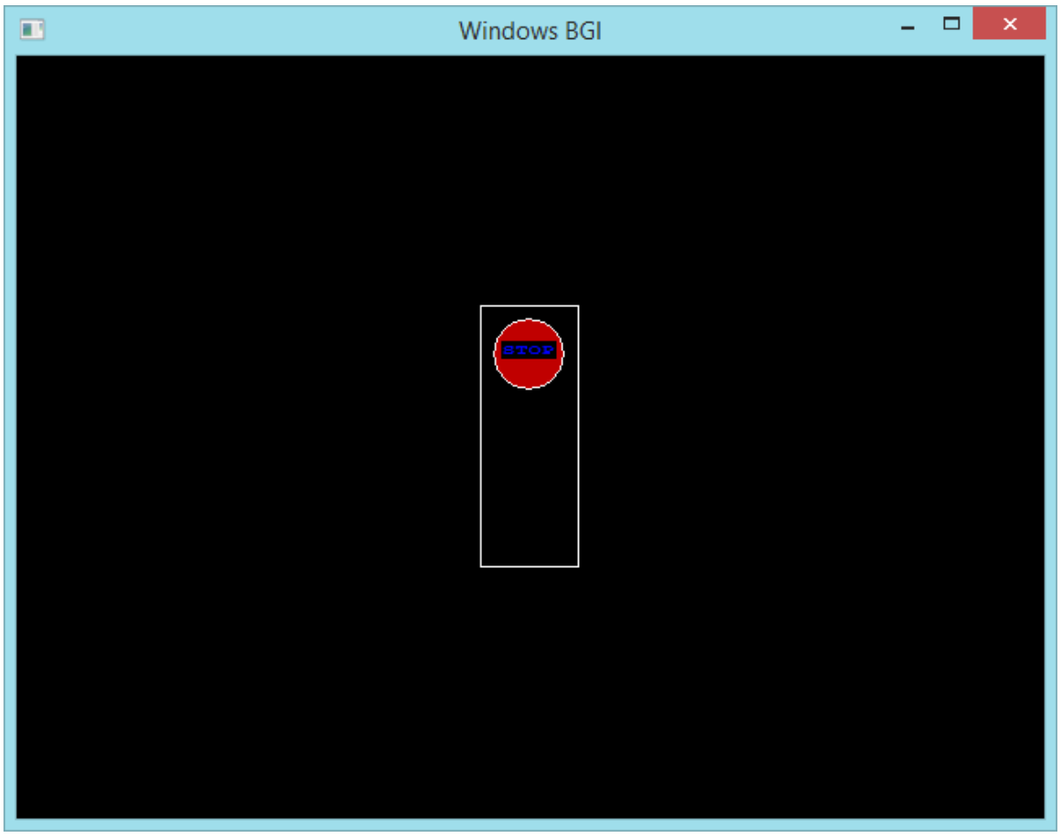
Code:

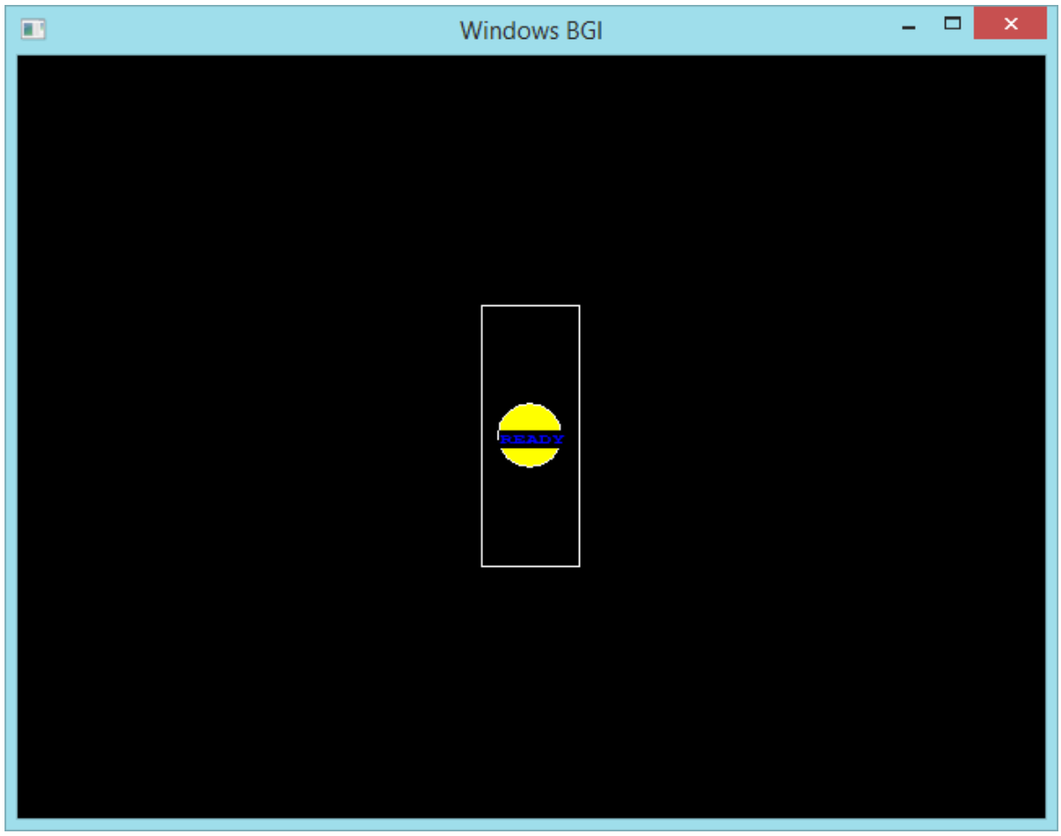
```
#include<graphics.h>

int main() {
    int gd = DETECT, gm, midx, midy;
    initgraph(&gd, &gm, "");

    midx = getmaxx()/2;
    midy = getmaxy()/2;

    setcolor(WHITE);
    settextstyle(SCRIPT_FONT, HORIZ_DIR, 4);
    settextjustify(CENTER_TEXT, CENTER_TEXT);
    outtextxy(midx, midy-10, "Traffic Light Simulation");
    outtextxy(midx, midy+30, "Press any key to start");
    getch();
    <!--graphic-screenshot-->

    cleardevice();
    setcolor(WHITE);
    settextstyle(DEFAULT_FONT, HORIZ_DIR, 1);
    rectangle(midx-30,midy-80,midx+30,midy+80);
    circle(midx, midy-50, 22);
    setfillstyle(SOLID_FILL,RED);
    floodfill(midx, midy-50,WHITE);
    setcolor(BLUE);
    outtextxy(midx,midy-50,"STOP");
    getch();
    <!--graphic-screenshot-->

    graphdefaults();
    cleardevice();
    setcolor(WHITE);
    rectangle(midx-30,midy-80,midx+30,midy+80);
    circle(midx, midy, 20);
    setfillstyle(SOLID_FILL,YELLOW);
    floodfill(midx, midy,WHITE);
    setcolor(BLUE);
    outtextxy(midx-18,midy-3,"READY");
    getch();
    <!--graphic-screenshot-->

    cleardevice();
    setcolor(WHITE);
    rectangle(midx-30,midy-80,midx+30,midy+80);
    circle(midx, midy+50, 22);
    setfillstyle(SOLID_FILL,GREEN);
    floodfill(midx, midy+50,WHITE);
```

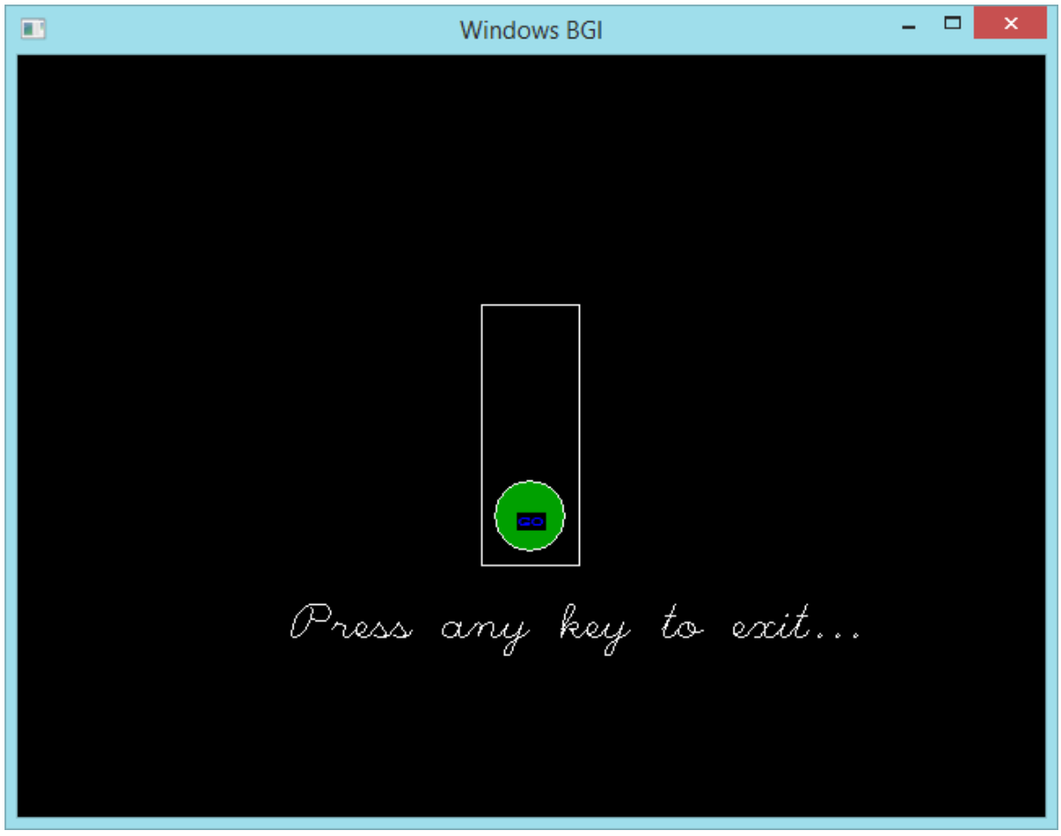
```
    setcolor(BLUE);
    outtextxy(midx-7,midy+48,"GO");
    setcolor(WHITE);
    settextstyle(SCRIPT_FONT, HORIZ_DIR, 4);
    outtextxy(midx-150, midy+100, "Press any key to exit...");
    getch();
    <!--graphic-screenshot-->

    closegraph();
    return 0;
}
```

Output:






Windows BGI
READY


Windows BGI
GO
Press any key to exit...