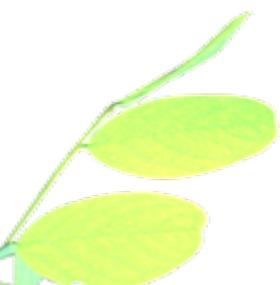# Introduction to C++ (Season 1)

Unit 2: The EGE Graphics Lib
第2单元：丹青画松石—EGE图形库

Section 2 : A Simple EGE Program
第2节： 一个简单的EGE程序

The Coordinate System (绘图坐标系)

原点 (0,0)

x

y

1ˢᵗ Demo(第一个例子)

❖ header file

❖ initgraph() and closegraph()

❖ output information

❖ draw something

❖ pause the screen

```cpp
#include "graphics.h"
int main(){
    initgraph(640,480);

    outtextxy(100, 300, "Aloha World!");
    line(10, 10, 400, 400);

    ege::getch();
    closegraph();
    return 0;
}
```

```cpp
#ifndef _GRAPHICS_H_
#define _GRAPHICS_H_
#ifndef __cplusplus
#error You must use C++ compiler, or you need filename with '.cpp' suffix
#endif
#include "ege.h"
using namespace ege;
#endif
```