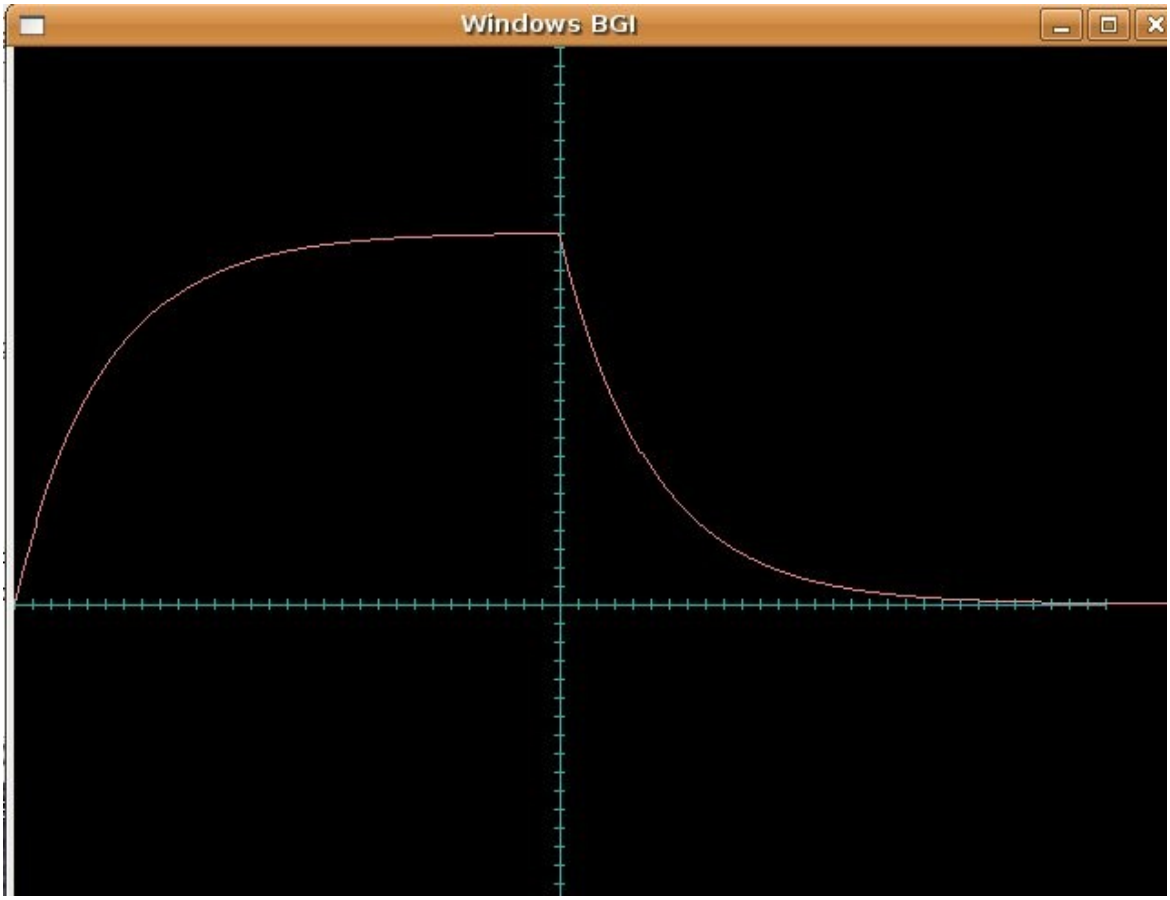
Windows BGI

```
#include <stdio.h>
#include <math.h>
#include "graphics.h"

void main()
{

	int gdr=DETECT, gmode;

	int x1 , x2 ,  y1 , y2 ;

	double t;
	double R = 10000;
	double L = 0.05;
	double v = 10.0;
	double i = 0;

	initgraph(&gdr, &gmode, "");

	setcolor(10);
	line(0, 300, 600, 300);
	line(300, 0, 300, 600);

	for(t = 0; t <= 600; t++){
		if((int)t % 10 == 0) {
			line((int)t, 300 -3, (int)t, 300 +3);
			line(300 - 3, (int)t, 300 + 3, (int)t);
		}
	}

	setcolor(12);

	for(t=0; t<=0.001; t = t + 0.0000001) {

		if (t < 0.00003)
			i = (v/R) * (1 - exp(-(R/L)*t));

		else
			i = (v/R) * exp(-(R/L)*(t-0.00003));

		x1 = (int)(t*10000000);
		y1 = (int)(300 - i*200000);

		if(t==0) {
```

```
                x2 = (int)(t*10000000);
                y2 = (int)(300 - i*200000);
            }

            line(x1 , y1 , x2 , y2);

            x2 = x1;
            y2 = y1;
        }

        getch();
        closegraph();
}
```