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#include <bios.h>
#include <conio.h>
#include <stdio.h>
#include <stdlib.h>

main()

{
    int pick_color();
    int value;

    value=pick_color();
    printf("\nColor picked was: %d",value); }

int pick_color()

{
    /* Define local variables */
    int row, column, input=0;

    /* Draw color chart on the screen */
    for (row=8;row<16;row++) {
        for (column=32;column<48;column++) {
            poscurs(row,column);
            writechs(7,(row-8)*16+(47-column),1);
        }
    }
    /* Initialize flashing cursor position */
    row=8;
    column=32;
    poscurs(row,column);
    writechs(15,row*16+47-column,1);
    /* Main input loop */
    while (input != 13 && input != 27) {
        input=getch();
        /* Check for extended keypress */
        if (input==0)
            input=300+getch();
        /* Restore normal cursor */
        poscurs(row,column);
        writechs(7,(row-8)*16+47-column,1);
        /* Increment/decrement row or cursor position */
        switch (input) {
            case 372: { /* Cursor up */
                row--;
            }
            break;
            case 375: { /* Cursor left */
                column--;
            }
            break;
            case 377: { /* Cursor right */
                column++;
            }
            break;
            case 380: { /* Cursor down */
                row++;
            }
            break;
        }
        /* Check for "wraparound" */
        if (row>15)
            row=8;
        else if (row<8)
            row=15;
        if (column>47)
            column=32;
        else if (column<32)
            column=47;
        /* Draw new flashing cursor */
        poscurs(row,column);
        writechs(15,row*16+47-column,1);
    }
    if (input==27)
        return -1;
    else
        return (row-8)*16+47-column;
}

```