```cpp
#include<graphics.h>
#include<conio.h>
#include<dos.h>
#include<process.h>
#include<iostream.h>
union REGS i,o;
void main()
{
    int driver,mode,x,y,but;    //intialitions of all vari-
ables and functions
    driver = DETECT;

int initmouse();          // to load mouse driver
int resmptr(int p,int q,int r,int s);  //restric mouse
pointer within boundry
int showmptr();           // shows mouse pointer
int getmpos(int *t,int *u, int *v);  // captures the
current position of mouse pointer
int text(int e,int f);  // changes the size and color of
text
float s1,d=50,s=60;    // default RPM=60 and no. of
rotations = 1
float r=1,n=5;

initgraph(&driver, &mode, "C:\\tc\\bgi"); //initial-
ize graphics mode
outport(0x0378,0x00);        // clear parallel port
if(initmouse() == 0)
{                            // load mouse driver if not
    closegraph();            // exit the
program
    restorecrtmode();
    cout<<"\nMouse driver not loaded";
    exit(1);
}

gotoxy(14,10);
cout<<s;                 // display current RPM
gotoxy(71,10);           // and no. of rotations
cout<<r;
showmptr();
resmptr(30,30,635,460);
setcolor(LIGHTRED);
rectangle(30,30,635,460);      //Border line
rectangle(70,135,160,165);     //RPM Box
rectangle(520,135,610,165);    //No.of Rotation box
setfillstyle(SOLID_FILL,YELLOW);
rectangle(180,130,320,170);
floodfill(202,132,LIGHTRED);   //clockwise button
rectangle(80,240,170,270);
floodfill(82,242,LIGHTRED);    //RPM inc button
rectangle(350,130,490,170);
floodfill(352,132,LIGHTRED);   //anticlockwise but-
ton
rectangle(200,240,290,270);
floodfill(202,242,LIGHTRED);   //RPM dec button
rectangle(380,240,470,270);
floodfill(382,242,LIGHTRED);   //rotation inc but-
ton
rectangle(500,240,590,270);
floodfill(502,242,LIGHTRED);   //rotation dec but-
ton
line(125,220,245,220);
line(425,220,545,220);
line(185,220,185,210);
line(485,220,485,210);
line(245,220,245,240);
line(545,220,545,240);
line(125,220,125,240);
line(425,220,425,240);
text(8,13);
outtextxy(195,60,"-: Control Panel :-");
text(6,4);
outtextxy(60,290,"Instructions :-");
outtextxy(210,140,"Clockwise");
outtextxy(360,140,"Anticlockwise");
outtextxy(90,245,"Increase");
outtextxy(210,245,"Decrease");
outtextxy(390,245,"Increase");
outtextxy(510,245,"Decrease");
setcolor(10);
outtextxy(175,190,"RPM");
outtextxy(445,190,"Rotations");
outtextxy(60,110,"Current RPM");
outtextxy(495,110,"No.of Rotations");
text(5,10);
outtextxy(70,310,"# Press 'Clockwise' button to rotate
Stepper Motor clockwise");
outtextxy(70,330,"# Press 'Anticlockwise' button to ro-
tate Stepper Motor anticlockwise");
outtextxy(70,350,"# Press 'increase'/'decrease' button
to change the RPM");
outtextxy(70,370,"# Press 'increase'/'decrease' button
to change the No. of rotations");
setcolor(13);
outtextxy(95,400,"Stepper Motor control using C++
design and developed by");
outtextxy(250,420,"Ashutosh Bhatt");
setcolor(YELLOW);
outtextxy(200,440,"Press any key to exit program");
while(!kbhit())        // loop until any key is pressed
{
    getmpos(&but,&x,&y);       // capture
current pointer position when click event happens
    if(x>=200 && x<=300 && y>=130 && y<=170 &&
(but & 1) == 1)  // and switch to that if loop
    {
        text(6,13);
        outtextxy(210,140,"Clockwise");
        for(int i=1;i<=n;i++)
        {
            sound(500);
            outport(0x0378,0xcc);
            delay(d);
            outport(0x0378,0x3c);
            delay(d);
            outport(0x0378,0x33);
            delay(d);
            outport(0x0378,0xc3);
            delay(d);
            nosound();
        }                         // for loop ends
        text(6,4);
        outtextxy(210,140,"Clockwise");
    }                             // first if ends

    else if(x>=350 && x<=490 && y>=130 && y<=170
&& (but & 1) == 1)
    {
        text(6,13);
        outtextxy(360,140,"Anticlockwise");
        for(int i=1;i<=n;i++)
        {
            sound(750);
            outport(0x0378,0xcc);
            delay(d);
            outport(0x0378,0xc3);
            delay(d);
            outport(0x0378,0x33);
            delay(d);
            outport(0x0378,0x3c);
            delay(d);
            nosound();
        }                         // for loop ends
        text(6,4);
        outtextxy(360,140,"Anticlockwise");
    }                             //second if ends

    else if(x>=80 && x<=170 && y>=240 && y<=270
&& (but & 1) == 1)
    {
        gotoxy(10,10);
        cout<<"        ";
        text(6,2);
        outtextxy(90,245,"Increase");
        sound(1000);
        delay(200);
        nosound();
        if(s>=10) s=s+10;
        else s++;                 // when this
button is pressed
        s1 = s/60;                // increase
current RPM and also
        d = 50/s1;                // change delay
        gotoxy(14,10);
        cout<<s;
        text(6,4);
        outtextxy(90,245,"Increase");
    }                             // third if ends

    else if(x>=200 && x<=290 && y>=240 &&
y<=270 && (but & 1) == 1)
    {
        gotoxy(10,10);
        cout<<"        ";
        text(6,2);
        outtextxy(210,245,"Decrease");
        sound(1000);
        delay(200);
        nosound();
        if(s>10)
        {
            s=s-10;               // when
this button is pressed
            gotoxy(14,10);        //
            cout<<s;              // if
s<=1 stop decreasing
        }                         // and
display massage
        else
        {
            if(s>1)
            {
                s--;
                gotoxy(14,10);
                cout<<s;
            }
            else
            {
                gotoxy(11,10);
                cout<<"min limit";
            }
        }
        s1 = s/60;
        d = 50/s1;
        text(6,4);
        outtextxy(210,245,"Decrease");
    }                             // forth if ends

    else if(x>=380 && x<=470 && y>=240 &&
y<=270 && (but & 1) == 1)
    {
        gotoxy(67,10);
        cout<<"        ";
        text(6,2);
        outtextxy(390,245,"Increase");
        sound(1000);
        delay(200);
        nosound();
        if(r<1) r=r*2;
        else r++;                 // increase no. of
rotation
        gotoxy(71,10);            // if rotations are <
1 then
        cout<<r;                  // double it every
time
        n=r*5;                    // otherwise increase it
linearly
        text(6,4);
        outtextxy(390,245,"Increase");
    }                             // fifth if ends

    else if(x>=500 && x<=590 && y>=240 &&
y<=270 && (but & 1) == 1)
    {
        gotoxy(67,10);
        cout<<"        ";
        text(6,2);
        outtextxy(510,245,"Decrease");
        sound(1000);
        delay(200);
        nosound();
        if(r>1)
        {
            r--;                  // when this button
is pressed
            gotoxy(71,10);        // decrease No. of
rotations
            cout<<r;              // till r=0.25 if r<0.25
stop decreasing
        }                         //and display a massage
        else
        {
            if(r>0.25)
            {
                r=r/2;
                gotoxy(71,10);
                cout<<r;
            }
            else
            {
                gotoxy(67,10);
cout<<"Ooppps...";
            }
        }
        n=r*5;
        text(6,4);
        outtextxy(510,245,"Decrease");
    }                             // last if ends
}       // while loop ends
}       // main ends

getmpos(int *but,int *x,int *y)
{
    i.x.ax = 3;
    int86(0x33,&i,&o);
    *but = o.x.bx;
    *x = o.x.cx;
    *y = o.x.dx;
}
initmouse()
{
    i.x.ax = 0;
    int86(0x33,&i,&o);
    return(o.x.ax);
}
showmptr()
{
    i.x.ax = 1;
    int86(0x33,&i,&o);
}
resmptr(int a,int b,int c,int d)
{
    i.x.ax = 7;
    i.x.cx = a;
    i.x.dx = c;
    int86(0x33,&i,&o);
    i.x.ax = 8;
    i.x.cx = b;
    i.x.dx = d;
    int86(0x33,&i,&o);
}
text(int e,int f)
{
    setcolor(f);

    settextstyle(SMALL_FONT,HORIZ_DIR,e);
```