**Circle Function**

#include <windows.h> // for MS Windows

#include <GL/glut.h> // GLUT, include glu.h and gl.h

#include <math.h>

void circle(float radius, float xc, float yc, float r, float g, float b)

{

glBegin(GL\_POLYGON);// Draw a Red 1x1 Square centered at origin

for(int i=0;i<200;i++)

{

glColor3f(r,g,b);

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=radius;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+xc,y+yc);

}

glEnd();

}

/\* Handler for window-repaint event. Call back when the window first appears and

whenever the window needs to be re-painted. \*/

void display() {

glClearColor(0.0f, 0.0f, 0.0f, 1.0f); // Set background color to black and opaque

glClear(GL\_COLOR\_BUFFER\_BIT); // Clear the color buffer (background)

glLineWidth(7.5);

circle(0.4,0,0,255,150,34);

glFlush(); // Render now

}

/\* Main function: GLUT runs as a console application starting at main() \*/

int main(int argc, char\*\* argv) {

glutInit(&argc, argv); // Initialize GLUT

glutCreateWindow("OpenGL Setup Test");

//gluOrtho2D(-0.1,0.7,-0.1,0.3); // Create a window with the given title

glutInitWindowSize(320, 320);// Set the window's initial width & height

glutDisplayFunc(display);// Register display callback handler for window re-paint

glutMainLoop(); // Enter the event-processing loop

return 0;

}