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1  #include<iostream>
2  #include<graphics.h>
3  #include<conio.h>
4  using namespace std;
5  void displayCircle(int xc, int yc, int x, int y)
6  {
7      putpixel(xc+x,yc+y,WHITE);
8      putpixel(xc+x,yc-y,WHITE);
9      putpixel(xc-x,yc+y,WHITE);
10     putpixel(xc-x,yc-y,WHITE);
11     putpixel(xc+y,yc+x,WHITE);
12     putpixel(xc-y,yc+x,WHITE);
13     putpixel(xc+y,yc-x,WHITE);
14     putpixel(xc-y,yc-x,WHITE);
15 }
16 void myCircle(int xc, int yc, int R)
17 {
18     int x = 0;
19     int y = R;
20     int de = 3;
21     int se = 5 - 2*R;
22     int d = 1-R;
23     displayCircle(xc,yc,x,y);
24     while(x<=y)
25     {
26         if(d<=0)
27         {
28             d += de;
29             de += 2;
30             se += 2;
31         }
32         else
33         {
34             d += se;
35             de += 2;
36             se += 4;
37             y--;
38         }
39         x++;
40         displayCircle(xc,yc,x,y);
41     }
42 }
43 int main()
44 {
45     int gd = DETECT, gm,x,y,r;
46     cout<<"Enter radius of circle: ";
47     cin>>r;
48     cout<<"Enter co-ordinates of center(x and y): ";
49     cin>>x>>y;
50     initgraph(&gd, &gm, NULL);
51     myCircle(x, y, r);
52     getch();
53     closegraph();
54     return 0;
55 }
56
57

```