

MIDPOINT CIRCLE CODE:

```
File Edit Search Run Compile Debug Project Options Window Help
PROJECT\MID.CPP 1=[+/-]
#include<iostream.h>
#include<conio.h>
#include<math.h>
#include<graphics.h>
void drawcircle(int x0,int y0,int radius)
{
    int x=radius;
    int y=0;
    int err=0;
    while(x>=y)
    {
        putpixel(x0 + x, y0 + y,5);
        putpixel(x0 + y, y0 + x,5);
        putpixel(x0 - y, y0 + x,5);
        putpixel(x0 - x, y0 + y,5);
        putpixel(x0 - x, y0 - y,5);
        putpixel(x0 - y, y0 - x,5);
        putpixel(x0 + y, y0 - x,5);
        putpixel(x0 + x, y0 - y,5);

        if(err<=0)
            * 18:28
```

```
File Edit Search Run Compile Debug Project Options Window Help
PROJECT\MID.CPP 1=[+/-]
    if(err<=0)
    {
        y+=1;
        err +=2*y +1;
    }
    if(err >0)
    {
        x-=1;
        err -=2*x+1;
    }
}
void main()
{
    int gdriver = DETECT ,gmode,error,x,y,r;
    initgraph(&gdriver,&gmode,"c:\\turbo3\\bgi");

    cout<<"enter radius: ";
    cin>>r;

    cout<<"enter coordinates of center: ";
    * 18:28
```

```
File Edit Search Run Compile Debug Project Options Window Help
PROJECTMID.CPP
}
}
void main()
{
    int gdriver = DETECT ,gmode,error,x,y,r;
    initgraph(&gdriver,&gmode,"c:\\\\turbo3\\\\bgi");

    cout<<"enter radius: ";
    cin>>r;

    cout<<"enter coordinates of center: ";
    cin>>x>>y;
    drawcircle(x,y,r);
    getch();
    closegraph();
}
```

18:28

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

MIDPOINT CIRCLE OUTPUT:

enter radius: 100
enter coordinates of center: 200 300

