MIDPOINT CIRCLE CODE:

```cpp
#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)
```

```cpp
    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:\\turboc3\\bgi");

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

  cout<<"enter cordinates of center: ";
```

```cpp
        }
    }
void main()
{
    int gdriver = DETECT ,gmode,error,x,y,r;
    initgraph(&gdriver,&gmode,"c:\\turboc3\\bgi");

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

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

MIDPOINT CIRCLE OUTPUT:

```
enter radius: 100
enter cordinates of center: 200 300
```