**Computer Graphics LAB**

**(**Experiment 8**)**

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* Mid Point Circle Drawing Algorithm Implementation using C Programming Language.

**CODE :**

#include<graphics.h>

#include<conio.h>

#include<stdio.h>

int main()

{

int x,y,x\_mid,y\_mid, r,dp;

int g\_mode,g\_driver=DETECT;

initgraph(&g\_driver,&g\_mode, (char\*)"");

printf(" \*\*\*\* MID POINT Circle drawing algorithm \*\*\*\*\n\n");

printf("\nEnter the coordinates (x & y) of the circle --> \n");

scanf("%d %d",&x\_mid,&y\_mid);

printf("\nEnter the value for radius --> ");

scanf("%d",&r);

x=0;

y=r;

dp=(5/4)-r;

do

{

putpixel(x\_mid+x,y\_mid+y, YELLOW);

putpixel (x\_mid+y,y\_mid+x, RED);

putpixel(x\_mid-y,y\_mid+x, BLUE);

putpixel(x\_mid-x,y\_mid+y, WHITE);

putpixel (x\_mid-x,y\_mid-y, RED);

putpixel(x\_mid-y,y\_mid-x, GREEN);

putpixel (x\_mid+y,y\_mid-x, YELLOW);

putpixel (x\_mid+x,y\_mid-y, WHITE);

if (dp<0){

dp+=(2\*x)+1;

}

else{

y=y-1;

dp+=(2\*x)-(2\*y)+1;

}

x=x+1;

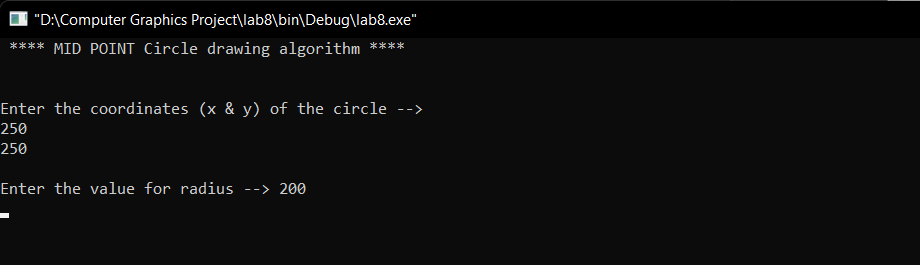
}

while (y>x);

getch();

}

**OUTPUT :**

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