Bresenhams Circle Drawing Algorithm:

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void main()

{

int gm,gd,x,y,x1,y1,radius,di;

clrscr();

detectgraph(&gd,&gm);

initgraph(&gd,&gm,”c:\\turboc3\\bgi”);

printf(“\nEnter Radius:”);

scanf(“%d”,&radius);

printf(“\nEnter Co-ordinates:”);

scanf(“%d%d”,&x,&y);

x=0;

y=radius;

di=1-radius;

x1=200;

y1=200;

do

{

Putpixel(x1+x,y1+y,RED);

Putpixel(y1+y,x1+x,BLUE);

Putpixel(y1-y,x1+x,GREEN);

Putpixel(x1-x,y1+y,RED);

Putpixel(x1+x,y1-y,BLUE);

Putpixel(y1+y,x1-x,GREEN);

Putpixel(x1-x,y1-y,RED);

Putpixel(y1-y,x1-x,WHITE);

if(di<0)

{

di=di+(2\*x)+3;

}

else

{

di=di+(2\*x)-(2\*y)+5;

y=y-1;

}

x=x+1;

}while(x<=y);

Closegraph();

getch();

}

}