DDA Circle Drawing:

#include<stdio.h>

#include<graphics.h>

#include<conio.h>

#include<math.h>

void main()

{

int gm,gd;

float x,y,r,x1,y1,x2,y2,E,xc,yc,i,val;

clrscr();

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"c:\\tc\\bgi");

printf("\nEnter the radius:");

scanf("%f",&r);

printf("\nEnter the center:");

scanf("%f%f",&xc,&yc);

x=0;

y=r;

x1=x;

y1=y;

i=0;

do

{

val=pow(2,i);

i++;

}while(val<r);

i--;

E=i/pow(2,i-1);

do

{

x2=x1+E\*y1;

y2=y1-E\*x2;

putpixel(x2+xc,,y2+yc,3);

x1=x2;

y1=y2;

}while((y1-y)<E||(x-x1)>E);

getch();

closegraph();

}