**/\*A circle having radius 100 pixels and center at point (150,250).\*/**

**#include <graphics.h>//change extension to .cpp if graphics.h is not working in .c extension**

**int main()**

**{**

**initwindow(1366,768);**

**int i;**

**setcolor(LIGHTBLUE);**

**circle(150,250,100);//circle(h,k,r)**

**getch();**

**closegraph();**

**return 0;**

**}**