#include<graphics.h>

#include<conio.h>

#include<stdio.h>

void main()

{

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

int g\_mode,g\_driver=DETECT;

clrscr();

initgraph(&g\_driver,&g\_mode,"C:\\TURBOC3\\BGI");

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

printf("\nenter the coordinates= ");

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

printf("\n now enter the radius =");

scanf("%d",&radius);

x=0;

y=radius;

dp=1-radius;

do

{

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

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

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

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

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

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

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

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

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:**

