#includeconio.h

#includestdio.h

#includegraphics.h

void main()

{

int gd=DETECT,gm;

float x,y,xc,yc,rx,ry,pk,pk1;

clrscr();

initgraph(&gd,&gm,..bgi);

printf(Mid point ellipse drawing algorithmn);

printf(Enter Center for ellipsenx );

scanf(%f,&xc);

printf(y );

scanf(%f,&yc);

printf(Enter x-radius and y-radiusnx-radius );

scanf(%f,&rx);

printf(y-radius );

scanf(%f,&ry);

x=0;

y=ry;

pk=(ryry)-(rxrxry)+((rxrx)4);

while((2xryry)(2yrxrx))

{

if(pk=0)

{

x=x+1;

pk1=pk+(2ryryx)+(ryry);

}

else

{

x=x+1;

y=y-1;

pk1=pk+(2ryryx)-(2rxrxy)+(ryry);

}

pk=pk1;

putpixel(xc+x,yc+y,2);

putpixel(xc-x,yc+y,2);

putpixel(xc+x,yc-y,2);

putpixel(xc-x,yc-y,2);

}

pk=((x+0.5)(x+0.5)ryry)+((y-1)(y-1)rxrx)-(rxrxryry);

while(y0)

{

if(pk0)

{

y=y-1;

pk1=pk-(2rxrxy)+(rxrx);

}

else

{

x=x+1;

y=y-1;

pk1=pk+(2ryryx)-(2rxrxy)+(rxrx);

}

pk=pk1;

putpixel(xc+x,yc+y,2);

putpixel(xc-x,yc+y,2);

putpixel(xc+x,yc-y,2);

putpixel(xc-x,yc-y,2);

}

line(xc+rx,yc,xc-rx,yc);

line(xc,yc+ry,xc,yc-ry);

outtextxy(xc+(1.2rx),yc-(1.2ry),(x,y));

outtextxy(xc-(1.2rx),yc+(1.2ry),(-x,-y));

outtextxy(xc+(1.2rx),yc+(1.2ry),(x,-y));

outtextxy(xc-(1.2rx),yc-(1.2ry),(-x,y));

getch();

}

**OUTPUT:**

