#include <iostream.h>

#include <conio.h>

#include <graphics.h>

#include <dos.h>

#include <math.h>

void midpoint(int xc, int yc, int r)

{

int x = 0, y = r;

float e = 1.25 - r;

do

{

putpixel(xc+x, yc+y, 15);

putpixel(xc+x, yc-y, 15);

putpixel(xc-x, yc+y, 15);

putpixel(xc-x, yc-y, 15);

putpixel(xc+y, yc+x, 15);

putpixel(xc+y, yc-x, 15);

putpixel(xc-y, yc+x, 15);

putpixel(xc-y, yc-x, 15);

if (e <= 0)

{

e += 2 \* x + 3;

}

else

{

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

y--;

}

x++;

}while(x < y);

}

void main()

{

int gd=DETECT, gm;

initgraph(&gd, &gm, "C:\\TC\\BGI");

int j = 0;

while(j <= 3)

{

for (float i = 0; i < 360; i += 10)

{

int x=100\*sin((i+200)\*3.14/180);

int y=100\*cos((i+200)\*3.14/180);

setcolor(15);

midpoint(320,240,100);

setcolor(3);

midpoint(x+320,y+240,18);

delay(100);

cleardevice();

}

j++;

}

getch();

closegraph();

}