**Program 6**

**Write a program to draw a solid circle.**

#include<stdio.h>

#include<graphics.h>

void setpixel(int xCenter,int yCenter,int x,int y)

{

for(int i=x;i>=(-x);i--)

{

putpixel(xCenter+i,yCenter+y,15);

putpixel(xCenter+i,yCenter-y,15);

}

for(int i=y;i>=(-y);i--)

{

putpixel(xCenter+i,yCenter+x,15);

putpixel(xCenter+i,yCenter-x,15);

}

}

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

{

int p = 1 - r;

int x= 0, y= r;

setpixel(xc,yc,x,y);

while(x<y)

{

x++;

if(p<0)

{

p+= 2\*x +1;

}

else

{

y--;

p+= 2\*(x-y) +1;

}

setpixel(xc,yc,x,y);

}

}

int main()

{

int xc, yc, r;

int gdriver = DETECT, gmode, errorcode;

initgraph(&gdriver, &gmode, "..\\");

errorcode = graphresult();

if (errorcode != grOk)

{

printf("Graphics error: %s\n", grapherrormsg(errorcode));

printf("Press any key to halt:");

getch();

exit(1);

}

printf("Enter center of circle\n");

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

printf("Enter radius\n");

scanf("%d", &r);

midptcircle(xc,yc,r);

getch();

closegraph();

return 0;

}



