**Source Code ->**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void drawcircle(int x0, int y0, int radius)

{

int x=radius;

int y=0;

int p=0;

while(x>=y)

{

putpixel(x0 + x , y0 + y , 7);

putpixel(x0 + y , y0 + x , 7);

putpixel(x0 - y , y0 + x , 7);

putpixel(x0 - x , y0 + y , 7);

putpixel(x0 - x , y0 - y , 7);

putpixel(x0 - y , y0 - x , 7);

putpixel(x0 + y , y0 - x , 7);

putpixel(x0 + x , y0 - y , 7);

delay(100);

if (p <= 0)

{

y += 1;

p += 2\*y +1;

}

if (p >0)

{

x -= 1;

p -= 2\*x +1;

}

}

}

int main()

{

int gdriver=DETECT, gmode, p, x,y,r;

initgraph (&gdriver, &gmode, "C://TURBOC3//BGI");

printf("enter the Co-ordinator and Radius :");

scanf("%d%d%d", &x, &y , &r);

drawcircle (x,y,r);

return 0;

}

**OutPut ->**

