----------------------------------------------------------------------Write C++/Java program to draw circle using Bresenham‘s algorithm. Inherit pixel class.

----------------------------------------------------------------------#include<stdio.h>

#include<iostream>

#include<stdlib.h>

#include<graphics.h>

using namespace std;

class pixel

{

public:

void plot(int x,int y,int x1,int y1,int color)

{

putpixel(x+x1,y+y1,color);

putpixel(x-x1,y+y1,color);

putpixel(x+x1,y-y1,color);

putpixel(x-x1,y-y1,color);

putpixel(x+y1,y+x1,color);

putpixel(x-y1,y+x1,color);

putpixel(x+y1,y-x1,color);

putpixel(x-y1,y-x1,color);

}

};

class myCircle : public pixel

{

float x,y,r,dx,dy;

public:

void accept();

void drawCircle();

};

void myCircle :: accept()

{

cout<<"Enter circle co-ordinates:";

cin>>x>>y;

cout<<"Enter radius";

cin>>r;

}

void myCircle :: drawCircle()

{

int i=0,d,x1=0,y1=r;

d=3-2\*r;

while(x1<=y1)

{

if(d>0)

{

d=d+4\*x1-4\*y1+10;

plot(x,y,x1++,y1--,1);

plot(x+2\*r,y,x1,y1,7);

plot(x+4\*r,y,x1,y1,4);

plot(x+r,y+r,x1,y1,14);

plot(x+3\*r,y+r,x1,y1,2);

continue;

}

if(d<=0)

{

d=d+4\*x1+6;

plot(x,y,x1++,y1,1);

plot(x+2\*r,y,x1,y1,7);

plot(x+4\*r,y,x1,y1,4);

plot(x+r,y+r,x1,y1,14);

plot(x+3\*r,y+r,x1,y1,2);

}

}

}

int main()

{

int gd=DETECT,gm,i;

initgraph(&gd,&gm,"");

myCircle x;

x.accept();

cout<<"Using bresenham";

x.drawCircle();

delay(6000);

closegraph();

}

**OUTPUT:**

For starting(200,150)

