1. main Method:

- Takes input from the user for the center coordinates (xCenter, yCenter) and the radius of a circle
- Then, it calls the 'drawCircle' method using this information to draw the circle

2. drawCircle Method:

- This method draws a circle using the Midpoint Circle Drawing Algorithm.
- Initially, x is taken as the radius value, and y is initialized to 0
- A decision parameter is used to determine which pixel to draw
- The loop continues until one-quarter of the circle is drawn

3. drawPixel Method

- This method prints the position of a pixel at the given coordinates to the console