#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<math.h>

void main()

{

long d1,d2;

int i,gd,gm,x,y;

long rx,ry,rxsq,rysq,tworxsq,tworysq,dx,dy;

printf("ENTER THE X RADIUS OF ELLIPSE:");

scanf("%ld",&rx);

printf("ENTER THE Y RADIUS OF ELLIPSE:");

scanf("%ld",&ry);

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"C:\\turboC3\\bgi");

rxsq=rx\*rx;

rysq=ry\*ry;

tworxsq=2\*rxsq;

tworysq=2\*rysq;

x=0;

y=ry;

d1=rysq-rxsq\*ry+(0.25\*rxsq);

dx=tworysq\*x;

dy=tworxsq\*y;

do

{

putpixel(200+x,200+y,15);

putpixel(200-x,200-y,15);

putpixel(200+x,200-y,15);

putpixel(200-x,200+y,15);

if(d1<0)

{

x=x+1;

y=y;

dx=dx+tworysq;

d1=d1+dx+rysq;

}

else

{

x=x+1;

y=y-1;

dx=dx+tworysq;

dy=dy-tworxsq;

d1=d1+dx-dy+rysq;

}

delay(10);

}

while(dx<dy);

d2=rysq\*(x+0.5)\*(x+0.5)+rxsq\*(y-1)\*(y-1)-rxsq\*rysq;

do

{

putpixel(200+x,200+y,15);

putpixel(200-x,200-y,15);

putpixel(200+x,200-y,15);

putpixel(200-x,200+y,15);

if(d2<0)

{

x=x;

y=y-1;

dy=dy-tworxsq;

d2=d2-dy+rxsq;

}

else

{

x=x+1;

y=y-1;

dy=dy-tworxsq;

dx=dx+tworysq;

d2=d2+dx-dy+rxsq;

}

}while(y>0);

getch();

}

**OUTPUT:**

ENTER THE X RADIUS OF ELLIPSE: 100

ENTER THE Y RADIUS OF ELLIPSE: 50

