#include<conio.h>

#include<stdio.h>

#include<graphics.h>

void printcircle(int,int,int);

void main()

{

int gd=DETECT,gm,a,b,x,y,r;

initgraph(&gd,&gm,"C:\\TurboC3\\bgi");

printcircle(200,200,200);

getch();

closegraph();

}

void printcircle(int r, int a, int b)

{

int x,y;

float p;

x=0;

y=r;

p=1-r;

do

{

putpixel(a+x,b+y,15);

putpixel(a+y,b+x,15);

putpixel(a+x,b-y,15);

putpixel(a+y,b-x,15);

putpixel(a-x,b-y,15);

putpixel(a-x,b+y,15);

putpixel(a-y,b+x,15);

putpixel(a-y,b-x,15);

if(p<0)

{

x=x+1;

y=y;

p=p+2\*x+1;

}

else

{

x=x+1;

y=y-1;

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

}

} while(x<y);

}

OUTPUT:

