**Program: Concentric Circles**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void pixel(int xc,int yc,int x,int y,int col);

void circlemy(int xc,int yc,int r,int col);

void main()

{

int gd=DETECT,gm,xc,yc,r1,r2,r3;

clrscr();

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI\\");

printf("Enter xc and yc");

scanf("%d%d",&xc,&yc);

printf("Enter values of radii");

scanf("%d%d%d",&r1,&r2,&r3);

circlemy(xc,yc,r1,8);

circlemy(xc,yc,r2,12);

circlemy(xc,yc,r3,5);

}

void circlemy(int xc,int yc,int r,int col)

{

int x,y,pk;

x=0;

y=r;

pk=1-r;

pixel(xc,yc,x,y,col);

while(x<y)

{

if(pk <0)

{ pk=pk+2\*x +3;

x=x+1;

} }

else

{

pk=pk+(2\*x)-(2\*y)+5;

x=x+1;

y=y-1;

}

pixel(xc,yc,x,y,col);

}

getch();

}

void pixel(int xc,int yc,int x,int y,int col)

{

putpixel(xc+x,yc+y,col);

putpixel(xc+y,yc+x,col);

putpixel(xc-y,yc+x,col);

putpixel(xc-x,yc+y,col);

putpixel(xc-x,yc-y,col);

putpixel(xc-y,yc-x,col);

putpixel(xc+y,yc-x,col);

putpixel(xc+x,yc-y,col);

}

