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#include<stdio.h>
#include<conio.h>
#include<dos.h>
#include<graphics.h>
void pixelcircle(int xc,int yc,int x,int y)
{
    putpixel(xc+x,yc+y,WHITE);
    putpixel(xc+y,yc+x,WHITE);
    putpixel(xc+y,yc-x,WHITE);
    putpixel(xc+x,yc-y,WHITE);
    putpixel(xc-x,yc-y,WHITE);
    putpixel(xc-y,yc-x,WHITE);
    putpixel(xc-y,yc+x,WHITE);
    putpixel(xc-x,yc+y,WHITE);
}
void main()
{
    int xc,yc,x,y,pk,r;
    int gd=DETECT,gm=0;
    initgraph(&gd,&gm,"c:\\TC\\bgi");
    printf("Enter co-ordinates x and y\n");
    printf("Enter value of x: ");
    scanf("%d",&xc);
    printf("Enter value of y: ");
    scanf("%d",&yc);
    printf("Enter radius of circle: ");
    scanf("%d",&r);
    x=0; y=r;
    pk=(5/4)-r;

```

```

while(x<y)
{
    pixelcircle(xc,yc,x,y);
    if(pk<0)
    {
        x++;
        pk=pk+2*x+1;
    }
    else
    {
        x++;
        y--;
        pk=pk+2*x+1-2*y;
    }
    pixelcircle(xc,yc,x,y);
    delay(100);
}
getch();
closegraph();
}

```