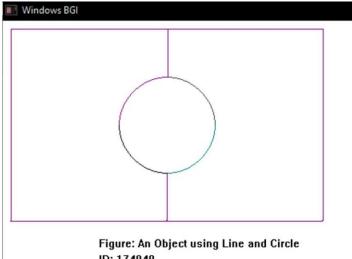
```
#include<bits/stdc++.h>
                                                                                   {
#include<graphics.h>
#include<math.h>
                                                                  putpixel(xstart,ystart,10);
                                                                                           d=d+ inc1;
using namespace std;
void sline(int x1,int y1,int x2,int y2){
                                                                                   ystart++;
        char topic[100];
                                                                          }
        strcpy(topic,"Figure: An Object using
                                                                  }
Line and Circle");
        outtextxy(120,270,topic);
                                                                  if (m <= 1){
                                                                          if (dx<0){
        strcpy(topic,"ID: 174049");
                                                                                   xstart=x2;
        outtextxy(120,290,topic);
                                                                                   ystart=y2;
                                                                                   xend=x1;
        float m,dx,dy,b;
                                                                          }
                                                                          if (dx>0){
        dx=x2-x1;
        dy=y2-y1;
                                                                                   xstart=x1;
        m=dy/dx;
                                                                                   ystart=y1;
        cout<<m<<" ";
                                                                                   xend=x2;
                                                                          inc1=2*dy;
        int xstart,ystart,xend,yend,inc1,inc2;
                                                                          inc2=2*dy-2*dx;
        if (-1*m>1 | | m>1){
                if (dy<0){
                                                                          while(xstart<=xend)</pre>
                        xstart=x2;
                                                                          {
                                                                                   int d=2*dy-dx;
                        ystart=y2;
                        yend=y1;
                                                                                   if(d>0)
                                                                                   {
                if (dy>0){
                                                                  putpixel(xstart,ystart,10);
                        xstart=x1;
                                                                                           d=d+inc2;
                        ystart=y1;
                        yend=y2;
                                                                                           ystart--;
                }
                                                                                   }
                                                                                   else
                inc1=2*dy;
                                                                                   {
                inc2=2*dy-2*dx;
                                                                  putpixel(xstart,ystart,10);
                while(ystart<=yend)
                                                                                           d=d+ inc1;
                                                                                   }
                        int d=2*dy-dx;
                                                                                   xstart++;
                        if(d>0)
                                                                          }
                        {
                                                                  }
        putpixel(xstart,ystart,10);
                                                          }
                                 d=d+inc2;
                                                          void scircle(int r){
                                 xstart--;
                        }
                                                                  int x=0;
                        else
                                                                  int y=r;
```

```
int d=3-(2*r);
        int xc=205;
        int yc=130;
        putpixel(xc+x,yc-y,7);
        while (x \le y)
                putpixel(xc+x,yc-y,7);
                putpixel(xc-x,yc-y,10);
                putpixel(xc+x,yc+y,12);
                putpixel(xc-x,yc+y,15);
                putpixel(xc+y,yc-x,7);
                putpixel(xc-y,yc-x,10);
                putpixel(xc+y,yc+x,12);
                putpixel(xc-y,yc+x,15);
                x+=1;
                if (d<0){
                        d+=(4*x+6);
                }
                else{
                        d+=(4*(x-y)+10);
                        y--;
                }
        }
int main(){
        int Xmin,Ymin,Xmax,Ymax;
        initwindow(600,600);
        Xmax=600;
        Ymax=600;
        int x1=10,y1=10;
        int x2=400,y2=11;
        int x3=399,y3=249;
        int x4=9,y4=250;
        int r=60;
        int
cx=int((400+10)/2),cy=int((10+250)/2);
        sline(10,10,400,11);
        sline(9,250,10,10);
        sline(9,250,399,249);
        sline(399,249,400,11);
        //sline(206,10,205,130-60);
```

```
sline(204,130-60,206,10);
        sline(204,249,205,130+60);
        //sline(205,cy-60,205,1)
        scircle(60);
        while(!kbhit()){
        delay(100);
        }
}
```

Result:



ID: 174049