#include<bits/stdc++.h>

#include<graphics.h>

#include<math.h>

using namespace std;

void sline(int x1,int y1,int x2,int y2){

char topic[100];

strcpy(topic,"Figure: An Object using Line and Circle");

outtextxy(120,270,topic);

strcpy(topic,"ID: 174049");

outtextxy(120,290,topic);

float m,dx,dy,b;

dx=x2-x1;

dy=y2-y1;

m=dy/dx;

cout<<m<<" ";

int xstart,ystart,xend,yend,inc1,inc2;

if (-1\*m>1 || m>1){

if (dy<0){

xstart=x2;

ystart=y2;

yend=y1;

}

if (dy>0){

xstart=x1;

ystart=y1;

yend=y2;

}

inc1=2\*dy;

inc2=2\*dy-2\*dx;

while(ystart<=yend)

{

int d=2\*dy-dx;

if(d>0)

{

putpixel(xstart,ystart,10);

d=d+inc2;

xstart--;

}

else

{

putpixel(xstart,ystart,10);

d=d+ inc1;

}

ystart++;

}

}

if (m<=1){

if (dx<0){

xstart=x2;

ystart=y2;

xend=x1;

}

if (dx>0){

xstart=x1;

ystart=y1;

xend=x2;

}

inc1=2\*dy;

inc2=2\*dy-2\*dx;

while(xstart<=xend)

{

int d=2\*dy-dx;

if(d>0)

{

putpixel(xstart,ystart,10);

d=d+inc2;

ystart--;

}

else

{

putpixel(xstart,ystart,10);

d=d+ inc1;

}

xstart++;

}

}

}

void scircle(int r){

int x=0;

int y=r;

int d=3-(2\*r);

int xc=205;

int yc=130;

putpixel(xc+x,yc-y,7);

while (x<=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);

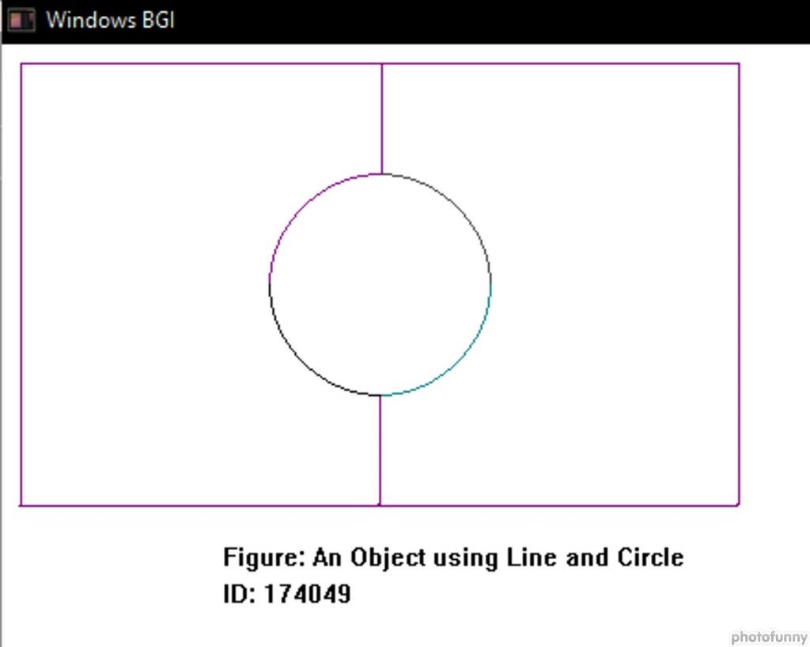
while(!kbhit()){

delay(100);

}

}

**Result:**

****