#include <stdio.h>

#include <conio.h>

#include <math.h>

#include <graphics.h>

**void** main()

{

**int** gd=DETECT,gm;

**int** xcenter,ycenter,radius;

**int** p,x,y;

initgraph(&gd,&gm,"c:\turboc3\bgi");

x=0;

**printf**("n Enter The Radius Value:");

**scanf**("%d",&radius);

y=radius;

**printf**("n Enter The x center and y center Values: ");

**scanf**("%d%d",&xcenter,&ycenter);

plotpoints(xcenter,ycenter,x,y);

p=1-radius;

**while**(x<y)

{

**if**(p<0)

.x=x+1;

**else**

{

x=x+1;

y=y-1;

}

**if**(p<0)

p=p+2\*x+1;

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

plotpoints(xcenter,ycenter,x,y);

}

getch();

}

**int** plotpoints(**int** xcenter,**int** ycenter,**int** x,**int** y)

{

putpixel(xcenter+x,ycenter+y,1);

putpixel(xcenter-x,ycenter+y,1);

putpixel(xcenter+x,ycenter-y,1);

putpixel(xcenter-x,ycenter-y,1);

putpixel(xcenter+y,ycenter+x,1);

putpixel(xcenter-y,ycenter+x,1);

putpixel(xcenter+y,ycenter-x,1);

putpixel(xcenter-y,ycenter-x,1);

}