Source code:

```
#include<stdio.h>

#include<graphics.h>

#include<dos.h>

#include<conio.h>


void drawcircle(int x0, int y0, int radius)

{

int x= radius;

int y = 0;

int p = 0;

while (x >=y)

        {

        putpixel(x0+x, y0+y, 7);

        putpixel(x0+y, y0+x, 7);

        putpixel(x0-y, y0+x, 7);

        putpixel(x0-x, y0+y, 7);

        putpixel(x0-x, y0-y, 7);

        putpixel(x0-y, y0-x, 7);

        putpixel(x0+y, y0-x, 7);

        putpixel(x0+x, y0-y, 7);


        if(p<=0)

        {

        y +=1;
```

```c
            p +=2*y +1;

            }

            else

            {

            x -= 1;

            p -= 2*x +1;

            }

            }

            }


int main()

{

int gdriver=DETECT, gnode, error,x,y,r;

initgraph(&gdriver, &gnode,"C:\\turboc3\\bgi");




printf("Enter the radius: ");

scanf("%d",&r);

printf("Enter the points: ");

scanf("%d %d",&x,&y);

drawcircle(x, y, r);

getch();

return 0;

}
```

Output: