Листинг программы

#include <iostream>

#include <conio.h>

#include <Windows.h>

#define Xc 350

#define Yc 300

using namespace std;

int R = 9;

void Pixel\_circle(HDC &hdc,int x0,int y0, int x, int y, COLORREF color)

{

SetPixelV(hdc, x0 + x, y0 - y, color);

SetPixelV(hdc, x0 + x, y0 + y, color);

SetPixelV(hdc, x0 - x, y0 - y, color);

SetPixelV(hdc, x0 - x, y0 + y, color);

}

void Circle(HDC &hdc,int Xc1, int Yc1, int R, COLORREF color)

{

int d,Dl;

int X,Y,X1,Y1;

int m1,m2,m3;

int col;

col = 5;

m3 = 1;

X1 = Xc1;

Y1 = Yc1;

SetPixelV(hdc, X1, Y1, color);

while(m3 == 1)

{

X = 1; Y = R + R - 1; Dl = Y - 1;

m1 = m3; m2 = m1 + 1; m3 = m2 + 1;

if(m3 == 0) m3 = 1;

while( Y >= 0)

{

d = Dl + Dl;

if(d < 0)

{

d = d + X;

if(d < 0)

{

Y = Y - 2;

Dl = Dl + Y;

Pixel\_circle(hdc, Xc1, Yc1, X, Y, color);

}

else

{

X = X + 2;

Y = Y - 2;

Dl = Dl + Y - X;

Pixel\_circle(hdc, Xc1, Yc1, X, Y, color);

}

}

else

{

d = d - Y;

if(d >= 0)

{

X = X + 2;

Dl = Dl - X;

Pixel\_circle(hdc, Xc1, Yc1, X, Y, color);

}

else

{

X = X + 2;

Y = Y - 2;

Dl = Dl + Y - X;

Pixel\_circle(hdc, Xc1, Yc1, X, Y, color);

}

}

X1 = X + Xc1;

Y1 = Y + Yc1;

Pixel\_circle(hdc, Xc1, Yc1, X, Y, color);

}

}

}

int main()

{

HWND hwnd = GetConsoleWindow();

MoveWindow(hwnd,0,0,1024,768,true);

SetWindowTextW(hwnd, L"Компьютерная графика - Лысенко Антон");

HDC hdc = GetDC(hwnd);

COLORREF color = RGB(255,255,255);

Circle(hdc, Xc, Yc, 5 \* R, color);

Circle(hdc, Xc, Yc, 10 \* R, color);

Circle(hdc, Xc, Yc, 15 \* R, color);

\_getch();

}

Результат работы

