

Semester	S.E. Semester IV – CMPN
Division & Batch	Div B Batch 3
Subject	Computer Graphics
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Laboratory	M310A

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Grade and Subject Teacher's Signature	

Experiment Number	3
Experiment Title	Midpoint Circle Drawing algorithm
Problem Statement	Clearly depict every octant drawn leading to full circle plotting
Resources / Apparatus Required	Hardware: Desktop Software: Dev C++

Code	<pre>#include <graphics.h> #include <stdio.h> #include <conio.h> void midcircle(int xc, int yc, int r) { int dx, dy, x = 0, y = r; int p=(5/4)-r; int i=0; putpixel(xc,yc,WHITE); while(x <= y) { //plot points //1st delay(10); putpixel(xc+x,yc-y,BLUE); //2nd delay(10); putpixel(xc+y,yc-x,MAGENTA); //3rd delay(10); putpixel(xc+y,yc+x,CYAN); //4th delay(10); putpixel(xc+x,yc+y,RED); //5th delay(10); putpixel(xc-x,yc+y,GREEN); //6th delay(10); putpixel(xc-y,yc+x,BROWN); //7th delay(10); putpixel(xc-y,yc-x,LIGHTRED); //8th delay(10); putpixel(xc-x,yc-y,YELLOW);</pre>
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        if(p<0)
        {
            p=p + 2*x + 3;
        }
        else
        {
            p=p + 2*x - 2*y + 5;
            //decrement y
            y--;
        }
        //increment x
        x++;
    }

}

int main() {
    int xc, yc,r;
    int gd = DETECT, gm;

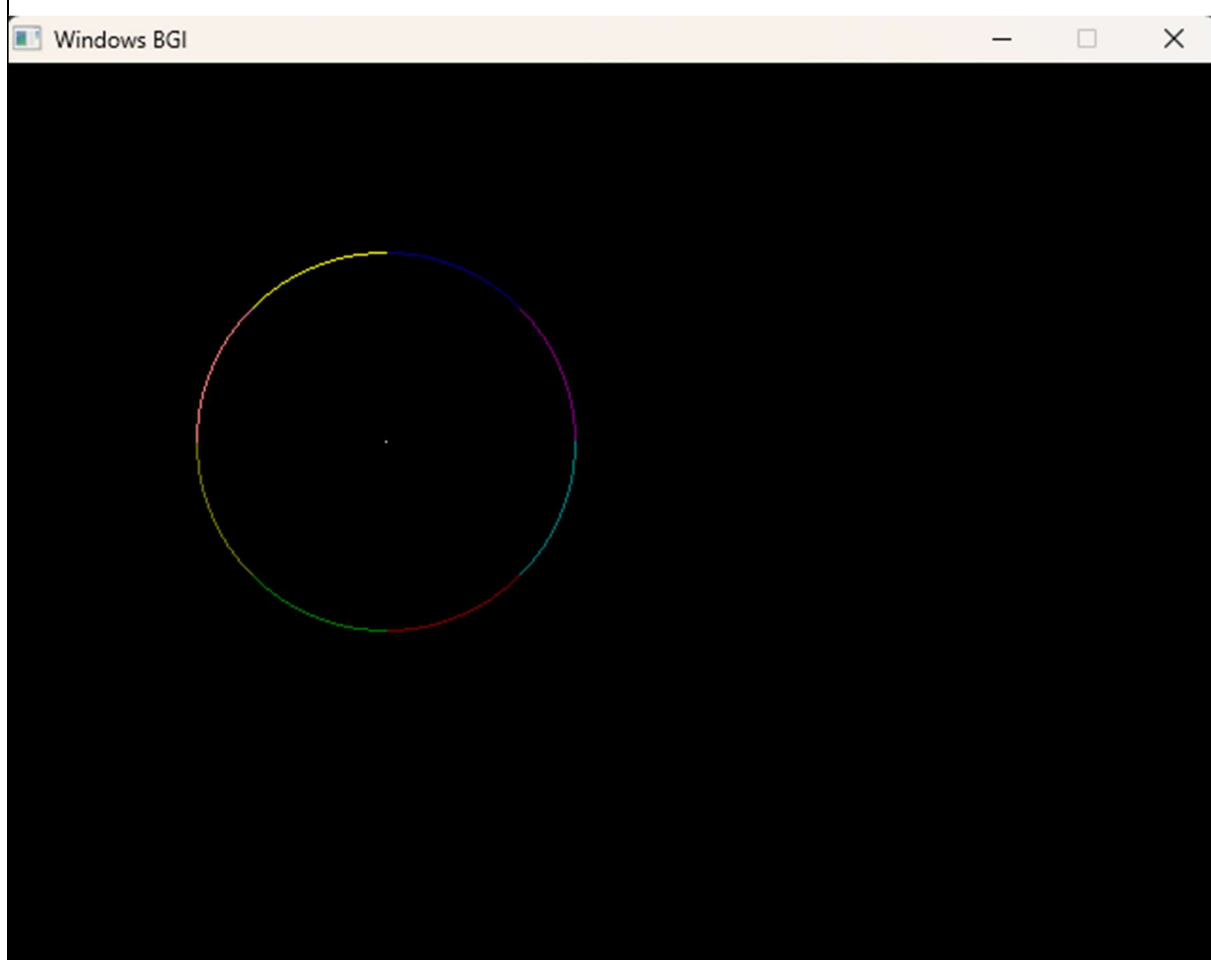
    printf("Enter the coords of first point (xc yc) and radius : ");
    scanf("%d %d %d", &xc, &yc, &r);

    initgraph(&gd, &gm, (char*)"");

    midcircle(xc, yc, r);

    getch();
    closegraph();
    return 0;
}

```



Conclusion	<p>In this experiment, the Midpoint Circle Generation Algorithm was utilized to render a circular arc on the screen by calculating and plotting pixel coordinates incrementally. By leveraging the eight-way symmetry of a circle, the algorithm efficiently calculates points for one-⁴⁰ degree octant and reflects them across all other sectors, significantly reducing computational overhead.</p>
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