```c
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
void pixel(int x,int y,int xc,int yc)
{
        putpixel(x+xc,y+yc,BLUE);
        putpixel(x+xc,-y+yc,BLUE);
        putpixel(-x+xc,y+yc,BLUE);
        putpixel(-x+xc,-y+yc,BLUE);
        putpixel(y+xc,x+yc,BLUE);
        putpixel(y+xc,-x+yc,BLUE);
        putpixel(-y+xc,x+yc,BLUE);
        putpixel(-y+xc,-x+yc,BLUE);
}
main()
{
        int gd=DETECT,gm=0,r,xc,yc,x,y;
        float p;
        //detectgraph(&gd,&gm);
        initgraph(&gd,&gm," ");
        printf("\n Enter the radius of the circle:");
        scanf("%d",&r);
        printf("\n Enter the center of the circle:");
        scanf("%d %d",&xc,&yc);
        y=r;
        x=0;
        p=(5/4)-r;
        while(x<y)
        {
                if(p<0)
```

```
            {
                    x=x+1;

                    y=y;

                    p=p+2*x+3;

            }
            else

            {

                    x=x+1;

                    y=y-1;

                    p=p+2*x-2*y+5;

            }
            pixel(x,y,xc,yc);

    }
    getch();

    closegraph();

}
```