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```
#include <stdio.h>
#include <graphics.h>
void drawcircle (int x0, int y0, int radius)
{
    int x = radius;
    int y = 0;
    int err = 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);
        if (err <= 0)
        {
            y += 1;
            err = 2 * y + 1;
        }
        if (err > 0)
        {
            x -= 1;
            err = err - 2 * x + 1;
        }
    }
}
```

```
}  
}  
}
```

```
int main()
```

```
{
```

```
int gdriver = DETECT, gmode, error, x, y, r;
```

```
printf ("Enter radius of circle: ") ; scanf ("%d",  
      &r);
```

```
printf ("Enter co-ordinates of center (x and y);")
```

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

```
initgraph (&gdriver, &gmode, " ");
```

```
drawcircle (x, y, r);
```

```
delay (999999);
```

```
return 0;
```

```
}
```