Name - Ishika kakkan cownse - BCA B Rolluo - 1121066 Subject - Computer graphics Signature - Jshika

Q3 write an algorithm and program to implement Bresenham circle Jine drawing algorithm

## Source code

#indude < stdio.h>
#indude < graphics.h>
void maincy

int gd= DETECT, gm;
int 91,714,1P1, xe=320, yc=240;
possinff c' enter the oradicus");
scay(c"/di, 290;
initgoraph c2gd, 28m,"");
y=0;
y=9i;

putpixel cxc+y, yc-y, 1) p=3-c2+91) 1091 CX=0 10000 91 2= 4, 91++1. if cp20) p= cp+ c4 x2+6); else p=p+c(4x (x-y)+10)); pulpixed cxc+x, yc-y, 1); pulpixel (xc-x, yc-y, 2); pulpixel (xc+x, yc+y, 3); pulpixel (xc-x yc+y, 4); pupixel (xc+y,yc-x,5); put pixed cxc=y1 yc=x16); pupixel cxcty, yc+x,7); purpixel (xc-y,yc+x,8); Josegnaph ();

Algorithm

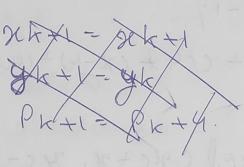
Step 1 - Assign Stanting point as

No=0

yo-R

Step2 - calculate the value of initial decision possiperimeter la Po-3-2R

Step3- Dease PK <0



2/k+1=2/k+1

2/k+1=2/k

Pk+1=Pk+4x(xk+1+6)

2 case PK70

9k+1=9k+1

9k+1=9k-1

Pk+1=Pk+9x(2k+19+10

- If cxo, you is not co, on them xplot = xc + xo yplot = yc+yo = replot 7 yplot

wingues = 9000 mi #

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ithrees tri

(1200 13x14-25 = 498 6187)

