

Ans

Step 1: Set initial values of (x_c, y_c) & (x, y)

Step 2: Set decision parameter d to $d = 3 - (2x_c + y_c)$

Step 3: Call drawCircle (int x_c , int y_c , int r , int c) function

Step 4: Repeat steps 5 to 8 until $x_c \leq y$

Step 5: Increment value of x

Step 6: If $d < 0$, set $d = d + (4x_c + 6)$

Step 7: Else, set $d = d + 4x_c + 10$ and decrement by

Step 8: Call drawCircle (int x_c , int y_c , int x , int y) function

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