

Name \rightarrow Hrushik Rawal

Roll no \rightarrow 1121065

Subject \rightarrow Computer Graphics Practical

Sub. code \rightarrow PBC-602

Ques 2 \rightarrow Mid point circle drawing Algorithm.

Algorithm \rightarrow

Steps \rightarrow

Step 1 \rightarrow Assign the starting point coordinates (X_0, Y_0) as-

$$X_0 = 0$$

$$Y_0 = R$$

Step 2 \rightarrow Calculate the value of initial decision parameter

$$P_0 \text{ as } P_0 = 1 - R$$

Step 3 \rightarrow ~~Find~~ Suppose the current point is (X_k, Y_k) and

the the next point is (X_{k+1}, Y_{k+1})

Find the next point of the first Octant

depending on the value of decision parameter

P_k .

Follow the below cases:-

Case 1 \rightarrow if $P_k < 0 \rightarrow X_{k+1} = X_k + 1$
 $Y_{k+1} = Y_k$
 $P_{k+1} = P_k + 2 \times X_{k+1} + 1$

Case 2 \rightarrow if $P_k \geq 0 \rightarrow X_{k+1} = X_k + 1$
 $Y_{k+1} = Y_k - 1$
 $P_{k+1} = P_k - 2 \times Y_{k+1} + 2 \times X_{k+1} + 1$

Step 4 \rightarrow If the given centre point (X_c, Y_c) is not $(0, 0)$

then do the following

$$X_{plot} = X_c + X_0$$

$$Y_{plot} = Y_c + Y_0$$

here (X_c, Y_c) denotes the current values of
x and y coordinate

Thy

Step 5 → Keep repeating step-03 and step-04
until $X_{\text{plot}} \geq Y_{\text{plot}}$

Step 6 → step 5 generates ~~the~~ all the point of one octant to find the other seven ~~point~~ octant follow the eight symmetry property of circle.

Program →

```
# 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);
        putpixel(x0 - y, y0 - x, 7);
        putpixel(x0 + y, y0 - x, 7);
        putpixel(x0 + x, y0 - y, 7);

        if (err <= 0)
        {
            y++;
            err = 2 * y + 1;
        }
    }
}
```

```
if (err > 0)
```

```
{
```

```
    x -= 1;
```

```
    err -= 2 * x + 1;
```

```
}
```

```
y
```

```
}
```

```
int main ()
```

```
{
```

```
    int gd = DETECT, gm, err, x, y, r;
```

```
    printf("Enter radius: ");
```

```
    scanf("%d", &r);
```

```
    printf("Enter coordinates of center (x and y)");
```

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

```
    initgraph(&gd, &gm, "");
```

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

```
    delay(999999);
```

```
    return 0;
```

```
}
```



NeuTron DOS-C++ 0.77, Cpu speed: max 100% cycles, Frameskip 0, Program:

Enter radius of circle: 100

Enter co-ordinates of center(x and y): 150
150

