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Set B (for Section B)

P3: Algorithm for Brsenham Circle drawing Algorithm.

step 1: set initial values of (xc, yc) and (x, y)
step 2: Calculate decision parameter d to d=3-(2*r)
step 3: Call display Bresenhm circle (int xc, int yc, int x, int y) method to display initial (0,r) Point.
step-4: Repeat steps 5 to 8 until x <= y
step 5: Increment value of x.
step 6: if d < 0 , set d = d + (4*x) + 6
step 7: Else, set d = d + 4*(x-y) + 10 and decrement y by 1.
step 8: Call displayBresenhm Circle (intxc, int yc, int x, int y) method.

step 9 : Exit