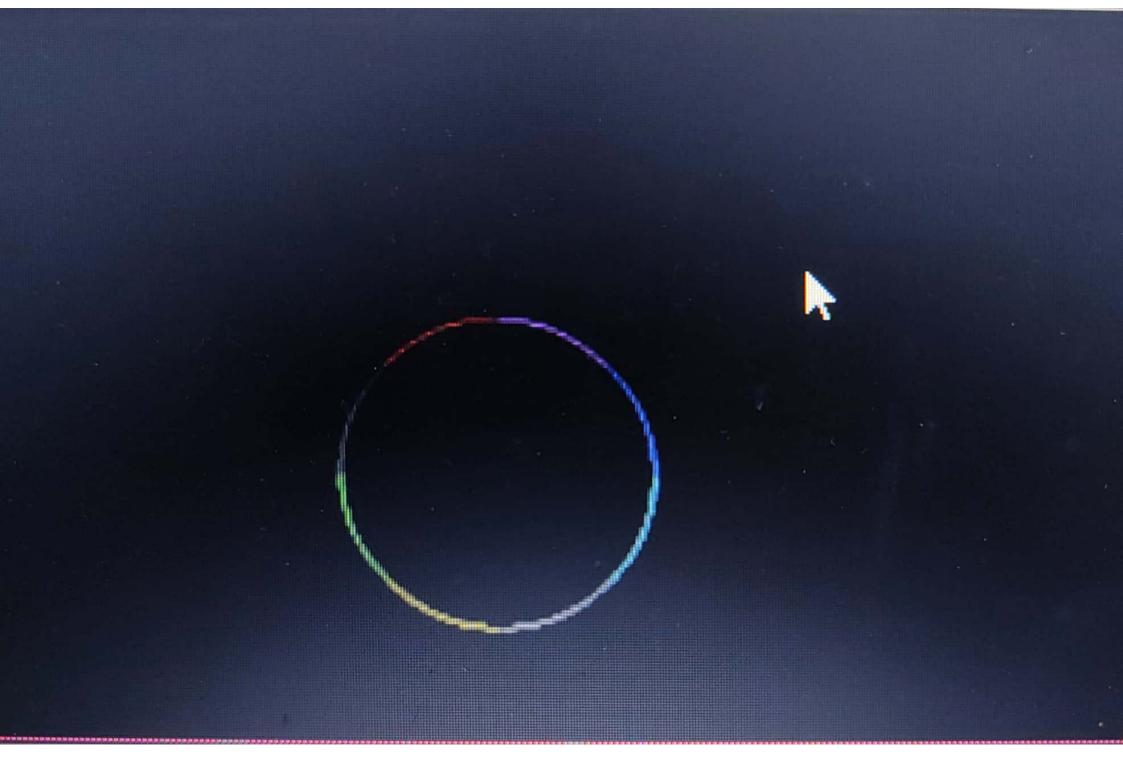
Ans 3: To Implement Bresenhom Circle drowing algorithm? - in . If d L=0, then NX+1 , YX+1, Y is to be chosen as next pixel next of all states y-1x+1, y-1 is to be chosen as the Alorghm Step 1- Get the coordinates of the center of the circle and and a o store them in x, y and R respectively. Set P=0 and a=R Step2- Set decision procemeter D=3-2K Step 3 - Repeat through step-8 while PLO. Step 4- Coll Drew Circle X, Y, P, Q, X, Y, P, B. Step 5 - Increment the volve of P. SPP 6- 15 DZO than D= D+ 4P+6 Step 7. Glse set K= R-1, D= D+4P-0P-0 +10 Sep 8 - GII Drow Circle x, y, P, O, x, Y, P, O (C. P. - 11) Program -# include Lstdio.h> # include Lorephics.h) void mino int gd= DETECT.6m; ink 8,3/5,8/5, x=320,3/=290; BIN'S (" Endp. the radis"); sans (" y.d" 28):

7

```
init graph ( & od , & gm, "):
X= 0;
 clere-29's + 25) laked from
 Put = 3-(2*8);
 for (x=0; xL=y, x++)
      ٤ ٣ - ٧ ;
        P= (+ (4*x1) +6);
        elsp
         P=P+((4*(x-y) +10));
        3 pt pixpl (xc+x) yc-y, 1);
         Put pixel (x (-x,y(-y,2))
         Putpixe1 (11+11) 8(+y,3);
         Putpiral (x (-x) y( +y ) 1);
        Putpixel (51 t & &C - 21,5);
        papirel (xc-yubc-or,6);
        Et (xt ) y, y t + 17)
        papita (xc-y)yc+s, 8);
         getch ();
        (lose sopho)
```



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