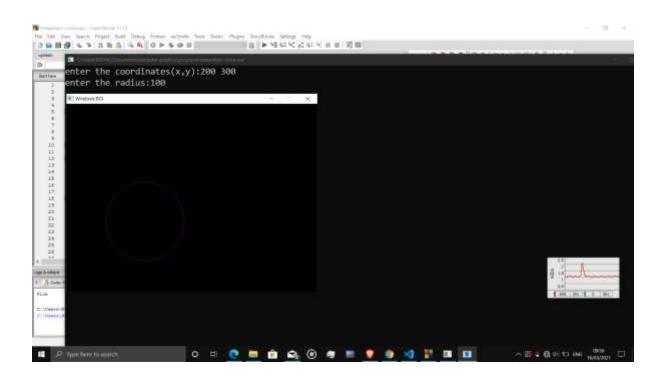
```
Program - (ale) responses provides for which
  Hinclude (graphies. h>
   # include <stelio. h>
   void midpoint (int midx, int midy, int 4)
      unt x=0, y=r, gd=0,gm, di, duert;
      initgraph (legal, legan; ");
      di=3-2" x;
     while (x<=y) 1+x
0. = ( 1+x) 1 (9; >=0) 1+x/p
 + dnext = di+ 4 (x-y)+10;
  cook (1x++x), not (0,0) miples to
   -the points - & coordinate By + VI
  16 - else How Hours 15 -
  d next = di+4 * x+61,000
       putpixel (x+midx, y+midy, 5);
       putpixel (y+ midx, x+midy.5)
```

Tolah 1193 MHANDER - YELLA putpixel (-x+midx, -y+midy,5); putpixel (-y+midx, -x+midy, 5); putpixel (-y+midx, x+midy,5); putpixel (y+ midx, -x+midy,5); putpixel (x+midx, -y+midy,5); putpixel (-x+midx, y+midy, 5) di = duext; 4 show without salts spiletful : Salis getch (); toglo as a tourten) . Epiclosegraph (); wint gd = 0, gm; be sole (ii) int midx = 0, mid y=0, vi=0; print ("futer the coordinates(x, y):"); Scand ("/d/d", bmidx, bmidy); print ("futer the veadines!"); Scand ("1.d", ks);

midpoint (midx, midy, or);



NAME - RISHABH DEV CHAUHAN
BCA 6(B) (comes) 12 - old 110: Roll No - 31 (1121112) Question 3 > Algorithm of Bresenham's Circle

draw algorithm Step 1: Start Start sidney HET NO 2

Step 2: first, allot the starting coondinates (x1, y1) -

(4) - (1) best laws 0 = 1x 31 = A. Culy on alphanemine (5)

Step 3. Now, calculate the unitial decision parameter do -

this do 5 3-2×x., with . (8)

Step 4: Assume, the unitial coordinates are. (xx,yx) snoth - (at)

Next coordinates will be (xk+1, yk+1) Now, we will find the next point of the first octant according to the Scanned by TapScanner

value of decision parameter (dx).

Step 5: Case 1: If dk < 0then $x_{k+1} = x_k + 1$ $y_{k+1} = y_k$ $y_{k+1} = y_k$ $y_{k+1} = y_k$

Case 2: $\frac{9}{4} \frac{d_{K} > 0}{d_{K} + 1} = \frac{1}{4} \frac{d_{K} > 0}{d_{K} + 1} = \frac{1}{4} \frac{d_{K} + 1}{d_{K} + 1$

Step 6: If center coordinates (x1, y1) in not at origin (0,0) then we will draw the points - x coordinate = xc + x1

y coordinate = Jc + y1

Step 7 - Repeat step 5 and step 6 until get x>=y

Step 8 - Stop.