**bresenham circle**

#include<GL/glut.h>

#include<GL/glu.h>

#include<iostream>

#include<math.h>

int cx=250;

int cy=250;

int radius = 100;

void symmpts(int x,int y){

glVertex2i(cx+x,cy+y);

glVertex2i(cx-x,cy+y);

glVertex2i(cx+x,cy-y);

glVertex2i(cx-x,cy-y);

glVertex2i(cx+y,cy+x);

glVertex2i(cx-y,cy+x);

glVertex2i(cx+y,cy-x);

glVertex2i(cx-y,cy-x);

}

void draw(){

int x=0;

int y=radius;

int d=3-2\*radius;

glBegin(GL\_POINTS);

while(x<=y){

symmpts(x,y);

if(d<=0){

d=d+4\*x+6;

}else{

d=d+4\*(x-y)+10;

y--;

}

x++;

}

glEnd();

}

void display(){

glColor3f(1,1,1);

glPointSize(2.0);

draw();

glFlush();

}

int main(int c,char\*\* v){

glutInit(&c,v);

glutInitWindowSize(500,500);

glutCreateWindow("Circle");

glClearColor(0,0,0,1); //black color

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0,500,0,500);

glutDisplayFunc(display);

glutMainLoop();

}