**ST. XAVIER’S COLLEGE**

**(Affiliated to Tribhuvan University)**

**Maitighar, Kathmandu**

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**COMPUTER GRAPHICS**

**LAB ASSIGNMENT#5**

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**STATEMENT: DRAW A CIRCLE USING MID POINT CIRCLE ALGORITHM.**

**ALGORITHM:**

Step 1: input radius r and circle centre (xc, yc), and obtain the first point on circle centered at origin as

(x0, y0) = (0, r).

Step 2: calculate initial decision parameter

Po=

Step 3: at each xk position, starting at k=0, perform the tests:

If Pk<0 next point along the center at (0, 0) is (xk+1, yk)

Pk+1= Pk+2 xk+1+1

Otherwise, the next point along the circle is (xk+1, yk-1)

Pk+1= Pk+2 xk+1+1-2 yk+1

Where 2 xk+1=2 xk+2 and 2 yk+1=2 yk+2

Step 4: determine symmetry point on the other seven octants.

Step 5: move each calculated positions (x,y) in to circle path centered at (xc, yc) as

x=x+xc and y=y+yc

Step 6: repeat 3 through 5 until x≥y.

Step 7: terminate.

**SOURCE CODE:**

//---------------------------------------------------------------------------

#include <vcl\vcl.h>

#pragma hdrstop

#include "Unit1.h"

//---------------------------------------------------------------------------

#pragma resource "\*.dfm"

TForm1 \*Form1;

int i,r,x,y,p,xc,yc;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

r=StrToInt(Edit1->Text);

xc=StrToInt(Edit2->Text);

yc=StrToInt(Edit3->Text);

x=0;

y=r;

Image1->Canvas->Pixels[x][y]=RGB(15,155,50);

p=1-r;

while(x<=y){

x++;

if (p<0) {

p= p+2\*x+1;

}

else {

p=p+2\*(x-y)+1;

y--;

}

Image1->Canvas->Pixels[xc+x][yc+y]=RGB(15,5,50);

Image1->Canvas->Pixels[xc-x][yc+y]=RGB(255,0,50);

Image1->Canvas->Pixels[xc+x][yc-y]=RGB(15,15,255);

Image1->Canvas->Pixels[xc-x][yc-y]=RGB(190,150,0);

Image1->Canvas->Pixels[xc+y][yc+x]=RGB(100,200,200);

Image1->Canvas->Pixels[xc-y][yc+x]=RGB(0,10,150);

Image1->Canvas->Pixels[xc+y][yc-x]=RGB(198,0,150);

Image1->Canvas->Pixels[xc-y][yc-x]=RGB(200,200,50);

}

}

//---------------------------------------------------------------------------

**OUTPUT:**

