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Q:) Print '10' using Bresenham circle algo

Sol^n:

```
#include <bits/stdc++.h>
#include <graphics.h>
using namespace std;
void drawCircle (int xc, int yc, int x, int y)
{
    putpixel (xc+x, yc+y, WHITE);
    putpixel (xc-x, yc+y, white);
    putpixel (xc+x, yc-y, white);
    putpixel (xc-x, yc-y, white);
    putpixel (xc+y, yc+x, white);
    putpixel (xc-y, yc+x, white);
    putpixel (xc+y, yc-x, white);
    putpixel (xc-y, yc-x, white);
}
void CircleBresenham (int xc, int yc, int r)
{
    int x=0, y=r;
    int d=3-2*r;
    drawCircle (xc, yc, x, y);
    while (y>=x)
    {
        x++;
        if (d>0)
        {
            y--;
            d= d+4*(x-y)+10;
        }
        else
        {
            d= d+4*x+6;
        }
        drawCircle (xc, yc, x, y);
        delay (10);
    }
```

```
int main()
{
    int gd= DETECT, gm, i;
    float x, y, dx, dy, steps;
    int x0, x1, y0, y1;
    initgraph(&gd, &gm, " ");
    setbkcolour(WHITE);
    x0 = 120
    y0 = 120
    x1 = 120
    y1 = 320
    dx = (float) (x1-x0);
    dy = (float) (y1-y0);
    if (dx >= dy)
    {   steps = dx;
    }
    else
    {   steps = dy;
    }
    dx = dx/steps;
    dy = dy/steps;
    x = x0;
    y = y0;
    i = 1;
while( i <= steps)
{   putpixel (x,y, white);
    x = x + dx;
    y = y + dy;
    i = i+1;
}
    circleBresenham(240, 220, 100);
    getch();
    closegraph();
    return 0;
}
```