/\*Program to draw a circle using BRESSENHAM'S algorithm\*/

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#include<graphics.h>

#include<conio.h>

#include<dos.h>

#include<iostream.h>

void main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:/TC/BGI");

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

cout<<"\nEnter centre & radius ";

cin>>xc>>yc>>r;

cleardevice();

p=3-2\*r;

x=0;

y=r;

do

{

putpixel(x+xc,y+yc,WHITE);

putpixel(-x+xc,y+yc,WHITE);

putpixel(-x+xc,-y+yc,WHITE);

putpixel(x+xc,-y+yc,WHITE);

putpixel(y+xc,x+yc,WHITE);

putpixel(-y+xc,x+yc,WHITE);

putpixel(-y+xc,-x+yc,WHITE);

putpixel(y+xc,-x+yc,WHITE);

if(p<0)

{

x=x+1;

p=p+(4\*x)+6;

}

else

{

x=x+1;

y=y-1;

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

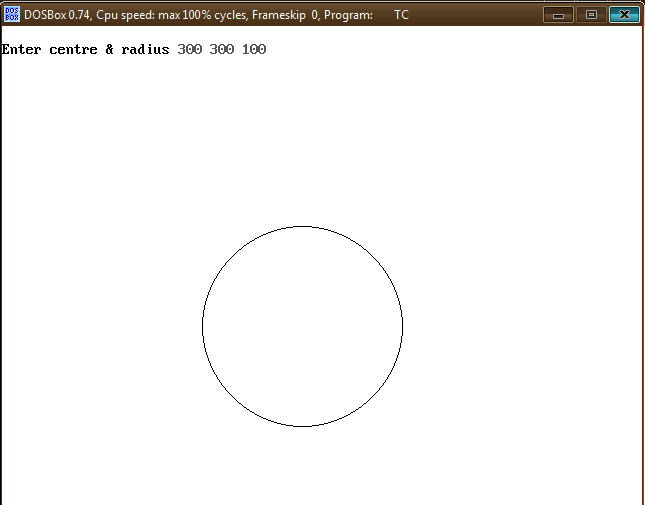
}

}while(x<=y);

getch();

}

**OUTPUT**

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