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**I.T. – 5**

**Q. Implement Midpoint circle drawing algorithm.**

#include<stdio.h>

#include<graphics.h>

#include<math.h>

void main()

{

float p;

int i,gd,gm,x,y;

int r;

/\* initialise graphics

------------------------ \*/

detectgraph(&gd,&gm);

//Replace NULL with "c:\\tc\\bgi" on Windows OS

initgraph(&gd,&gm,NULL);

/\* Read the radius

----------------------- \*/

printf("Enter the radius of the circle :");

scanf("%d",&r);

x=0;

y=r;

p = 1.25 - r;

do

{

putpixel(200+x,200+y,15);

putpixel(200+y,200+x,15);

putpixel(200+x,200-y,15);

putpixel(200+y,200-x,15);

putpixel(200-x,200-y,15);

putpixel(200-x,200+y,15);

putpixel(200-y,200+x,15);

putpixel(200-y,200-x,15);

if (p < 0)

{

x = x+1;

y = y;

p = p + 2\*x + 1;

}

else

{

x= x+1;

y= y-1;

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

}

delay(100);

}

while(x < y);

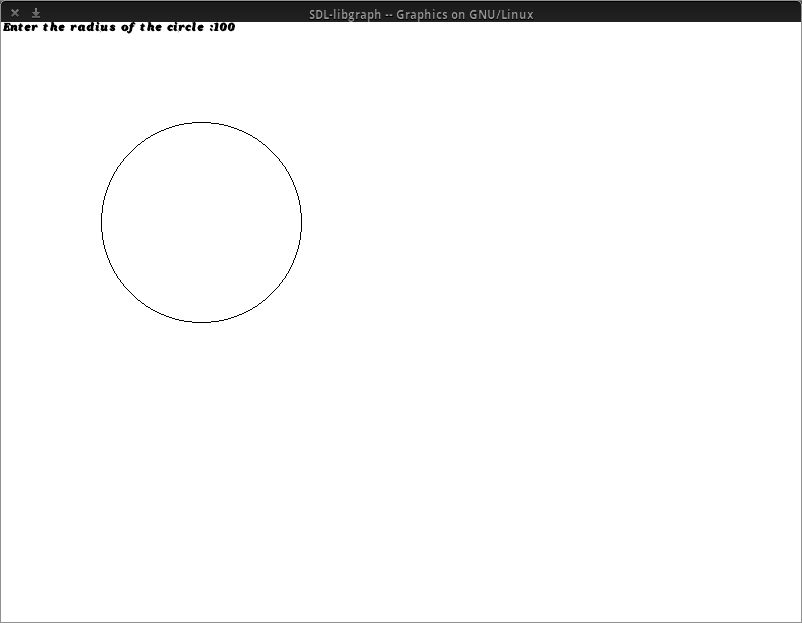
sleep(200);

getch();

closegraph();

}

****

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