

```
opengl - [opengl.dev] - [Executing] - Dev-C++ 5.11
File Edit Search View Project Execute Tools AStyle Window Help
         TDM-GCC 4.9.2 64-bit Release
Project Classes Debug
                    main2.cpp
openel tips://doc.org/lipselvdoc61/call
                                                                                                                            Ellipse
         Enter 1 to draw circle , 2 to draw ellipse
         Enter coordinates of centre of ellipse and major and minor radius
Compile
Shorten co
Line: 1
                            19 void circlebres()
                            20 {
                                      glClear(GL_COLOR_BUFFER_BIT);
                                      int x = 0, y = r;
                                      int d = 3 - 2 * r;
                                      while (x \le v)
```