MID-POINT CIRCLE DRAWING ALGO

```c
#include<stdio.h>
#include<graphics.h>
#include<dos.h>

void drawcircle(int x0, int y0, int radius)
{
    int x = radius;
    int y = 0;
    int err = 0;

    while (x >= y)
    {
        putpixel(x0 + x, y0 + y, 7);
        putpixel(x0 + y, y0 + x, 7);
        putpixel(x0 - y, y0 + x, 7);
        putpixel(x0 - x, y0 + y, 7);
        putpixel(x0 - x, y0 - y, 7);
        putpixel(x0 - y, y0 - x, 7);
        putpixel(x0 + y, y0 - x, 7);
        putpixel(x0 + x, y0 - y, 7);
        delay(100);
        if (err <= 0)
        {
            y += 1;
            err += 2*y + 1;
        }

        if (err > 0)
        {
```

```c
            x -= 1;
            err -= 2*x + 1;
        }
    }
}

int main()
{
        int gdriver =DETECT, gmode, error, x, y, r;
        initgraph(&gdriver, &gmode, "c:\\turboc3\\bgi");

        printf("Enter radius of circle: ");
        scanf("%d", &r);

        printf("Enter co-ordinates of center (x and y): ");
        scanf("%d%d", &x, &y);
        drawcircle(x, y, r);

        return 0;
}
```

OUTPUT

Enter radius of circle: 100
Enter co-ordinates of center (x and y): 200 200