**C Program to Draw a Circle inside a Triangle**

```c
#include<stdio.h>

#include<conio.h>

#include<math.h>

#include<graphics.h>

void main()

{

    int gd=DETECT, gm, a=250, x ,y ,radius=71;

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

    x = getmaxx()/2;

    y = getmaxy()/2;

    outtextxy(230,70, "Circle inside a Triangle");

    circle(x, y, radius);

    moveto(194, 311);

    linerel(a,0);

    linerel(-a/2, -sqrt(3.0)/2*a);

    lineto(194, 311);

    outtextxy(210, 400, "Press any key to continue...");

    getch();

closegraph();

}
```

**C Program to Draw a Circle inside a Rectangle**

```c
#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main(){

    int gd = DETECT,gm;

    int x ,y ,radius=100;

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

    x = getmaxx()/2;

    y = getmaxy()/2;

    outtextxy(220,75, "Circle inside a Rectangle");

    circle(x, y, radius);

    rectangle(420, 340, 218, 138);

    outtextxy(220, 400, "Press any key to continue...");

    getch();

    closegraph();

    return 0;

}
```