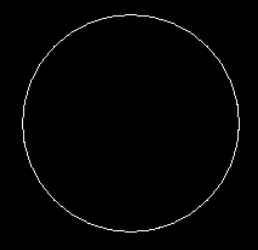
**Code**

#include <graphics.h>  
#include <stdith.h>   
#include <stdio.h>  
#include <conio.h>  
#include <dos.h>  
void circles(int,int,int);  
int main(void)  
{int gdriver= DETECT, gmode, errorcode;  
initgraph(&gdriver, &gmode, "C:\\tc\\bgi" );  
errorcode = graphresult():  
if (errorcode != gr0k)  
{printf (Reaphics error: %s\n", grapherrormsg(errorcode));  
printf (Press any key to halt);  
getch();  
exit(1); }  
int midx= getmaxx()/2;  
int midy getmaxy()/2;   
for(int i=10;1<=230;i=i+10)   
{circles(midx,midy,i);  
}  
getch();  
closegraph();   
return 0;  
}  
void circles(int xc, int yc, int r)  
{  
int x0,y0,x,y;  
float pk, p0;  
x0=0;  
J0=r;  
x=x0;  
y=y0;  
putpixel(x,y,RED);  
p0=1-r;  
pk=p0;  
do  
if (pk<0)  
{x=x+1;  
y=y;  
pk=pk+2\*x+1;  
}  
else  
{  
x=x+1;  
y=y-1;  
pk=pk+2\*x-2\*y+1;  
}  
putpixel(x+xc,y+yc,RED);  
putpixel(x+xc,-y+yc, RED);  
putpixel (y+xc,x+yc, RED);  
putpixel(y+xc,-x+yc, RED);  
putpixel(-x+xc,y+yc, RED);  
putpixel(-y+xc,x+yc, RED );   
putpixel(-x+xc,-y+yc, RED);   
putpixel(-y+xc,-x+yc, RED);   
delay(5);  
}while(x<y);  
}

**Output**

****

**DISCUSSION**

In this lab, we learned about mid point circle drawing algorithm. We drew a cricle using this algorithm and also learned about the advantages and disadvantages of this algorithm and how we can go about programming it.

**CONCLUSION**

Hence, we could draw a circle in the screen using mid point circle drawing algorithm.