

Source Code ->

```
#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void drawcircle(int x0, int y0, int radius)

{

    int x=radius;

    int y=0;

    int p=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 (p <= 0)

        {

            y += 1;

            p += 2*y +1;

        }

        if (p >0)
```

```

    {
        x -= 1;
        p -= 2*x + 1;

    }

}

int main()
{
    int gdriver=DETECT, gmode, p, x,y,r;
    initgraph (&gdriver, &gmode, "C://TURBOC3//BGI");

    printf("enter the Co-ordinator and Radius :");
    scanf("%d%d%d", &x, &y , &r);

    drawcircle (x,y,r);
    return 0;

}

```

OutPut ->

```
enter the Co-ordinator and Radius :250
300
100
```

