MIDPOINĽ CIRCLE ALGORIĽHM

include<stdio.h> include<gíaphics.h> include<stdlib.h> include<math.h>

void display(int c,int d, int a,int b)

{

putpixel(a+c,b+d,BLUE); putpixel(a-c,b+d,BLUE); putpixel(a+c,b-d,BLUE); putpixel(a-c,b-d,BLUE); putpixel(a+d,b+c,RED); putpixel(a-d,b+c,RED); putpixel(a+d,b-c,RED); putpixel(a-c,b-c,RED);

}

void main()

{

int gd=DEĽECĽ,gm; int a,b,c,d,í,p;

píintf("Enteí the centíe co-oídinates of a ciícle"); scanf("%d %d",&a,&b);

píintf("Enteí the íadius of a ciícle"); scanf("%d",&í);

c=0;

d=í; p=1-í;

initgíaph(&gd,&gm,NULL); putpixel(c,d,GREEN);

do

{

if(p<0)

{

p=p+(2\*c)+1; C++;

}

else

{

p=p+2\*(c-d)+1; c=c+1;

d=d-1;

}

display(c,d,a,b);

}

while(c<=d); delay(500000); closegíaph();

}