SE CMPN A Roll no:30

/\*Program to implement Breshenam circle drawing algorithm \*/

import java.util.\*;

import java.applet.Applet;

import java.awt.\*;

/\*<applet code="BCircle.class" height=500 width=500>

</applet>

\*/

public class BCircle extends Applet

{

int r,d0;

int x,y;

public void init()

{

Scanner sc=new Scanner(System.in);

System.out.println("Enter the radius of circle");

r=sc.nextInt();

}

public void paint(Graphics g)

{

x=0;

y=r;

d0=3-(2\*r);

do

{

g.setColor(Color.green);

g.drawLine((int)x+150,(int)y+150,(int)x+150,(int)y+150);

g.drawLine((int)-x+150,(int)y+150,(int)x+150,(int)-y+150);

g.setColor(Color.yellow);

g.drawLine((int)-x+150,(int)-y+150,(int)-x+150,(int)-y+150);

g.drawLine((int)-x+150,(int)-y+150,(int)x+150,(int)y+150);

g.setColor(Color.yellow);

g.drawLine((int)y+150,(int)x+150,(int)y+150,(int)x+150);

g.drawLine((int)-y+150,(int)x+150,(int)y+150,(int)-x+150);

g.setColor(Color.green);

g.drawLine((int)-y+150,(int)-x+150,(int)-y+150,(int)-x+150);

g.drawLine((int)-y+150,(int)-x+150,(int)y+150,(int)x+150);

if(d0<0)

{

d0=d0+(4\*x)+6;

}

else

{

d0=d0+(4\*(x-y))+10;

y=y-1;

}

x=x+1;

}while(x<y);

}

}

/\*

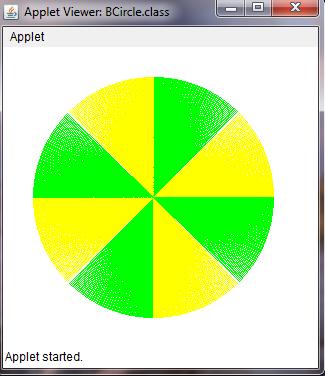
OUTPUT:-

D:\Flevia 30>javac BCircle.java

D:\Flevia 30>appletviewer BCircle.java

Enter the radius of circle

120



\*/