

Algoritmo da circunferência de bresenham desenvolvido em javascript:

```
function drawCircle(radius, center)
{
    if(((center.x + radius) > canvasWidth) || ((center.x - radius) < 0) || ((center.y + radius) > canvasHeight) || ((center.y - radius) < 0))
    {
        alert('Esse circulo não cabe no quadro!')
        return;
    }

    let x = 0;
    let y = radius;

    let xc = center.x;
    let yc = center.y;

    let decision = 3 - 2 * radius;

    displayCircle(xc, yc, x, y);

    while(y >= x)
    {
        x++;
        if(decision > 0)
        {
            y--;
            decision = decision + 4 * (x-y) + 10;
        }
        else {
            decision = decision + 4 * x + 6;
        }
        displayCircle(xc, yc, x, y);
    }
}
```

```
function displayCircle(xc, yc, x, y)
{
    drawPixel(xc+x, yc+y, 'black');
    drawPixel(xc-x, yc+y, 'black');
    drawPixel(xc+x, yc-y, 'black');
    drawPixel(xc-x, yc-y, 'black');
    drawPixel(xc+y, yc+x, 'black');
    drawPixel(xc-y, yc+x, 'black');
    drawPixel(xc+y, yc-x, 'black');
    drawPixel(xc-y, yc-x, 'black');
}
```