# MRU LATEST-1

**Department of Computer Science & Technology**

**Computer Graphics (CSH310B-T)**

**Course: B. Tech Semester: VI Session: 2020-21 Subject: Computer Graphics and Multimedia (CSH310B-T)**

***Tut: 03*** *Circle Drawing Algorithms*

***Objective:*** *To* *make the students able to represent the circle at any given coordinates in display devices with the help of different algorithms.*

***Course Outcome CO1*:** *Statement of CO1 from course plan*

***Blooms Taxonomy Level****: BT2, BT3*

1. In the generation of a circle by the Bresenham’s circle drawing algorithm, it is simple to generate
   1. All octants in one go.
   2. One octant first and others by successive reflections
   3. One octant first and others by successive rotations
   4. None of these.
2. Outline the Midpoint Circle Drawing algorithm.
3. Draw a circle of radius 6, with centre at the origin only in the first quadrant.
4. Draw a circle of radius 7, with centre (400,300) using any algorithm.