

file:///home/jimenez/Teaching/Bildgenerierung/WS2324/Uebungen/02/kreise.cc

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```
69
70 IPoint2D center;
71 int radius;
72 int colour;
73
74 while (true)
75 {
76     cout << "Eingabe von center, radius, colour: ";
77     cin >> center >> radius >> colour;
78     if (center.x < 0 || center.y < 0)
79         break;
80     pic1.show();
81     drawCircle(pic1, center, radius, false, colour);
82     cin.get();
83     cout << "Weiter mit Return" << endl;
84     cin.get();
85     pic2.show();
86     drawCircle(pic2, center, radius, true, colour);
87     cout << "Weiter mit Return" << endl;
88     cin.get();
89
90 }
91
92 cout << endl;
93 IOThread::waitForWindow(60);
94
95 return 0;
96 }
97
98 /*
99 (100,100) 25 100
100
101
102 (100,100) 15 200
```

103

104

105 (30,70) 5 0

106

107

108 (-1,-1)

109 */

110

111