

```

#include<graphics.h>

#include<conio.h>

#include<stdio.h>

void main()

{

int x,y,x_mid,y_mid,radius,dp;

int g_mode,g_driver=DETECT;

clrscr();

initgraph(&g_driver,&g_mode,"C:\\TURBOC3\\BGI");

printf("***** MID POINT Circle drawing algorithm *****\n\n");

printf("\nenter the coordinates= ");

scanf("%d %d",&x_mid,&y_mid);

printf("\n now enter the radius =");

scanf("%d",&radius);

x=0;

y=radius;

dp=1-radius;

do

{

putpixel(x_mid+x,y_mid+y,YELLOW);

putpixel(x_mid+y,y_mid+x,YELLOW);

putpixel(x_mid-y,y_mid+x,YELLOW);

putpixel(x_mid-x,y_mid+y,YELLOW);

putpixel(x_mid-x,y_mid-y,YELLOW);

putpixel(x_mid-y,y_mid-x,YELLOW);

```

```

putpixel(x_mid+y,y_mid-x,YELLOW);

putpixel(x_mid+x,y_mid-y,YELLOW);

if(dp<0) {

dp+=(2*x)+1;

}

else{

y=y-1;

dp+=(2*x)-(2*y)+1;

}

x=x+1;

}while(y>x);

getch();

}

```

OUTPUT:



