```
using System;

public class Circle
{
    protected static int origRow;
    protected static int origCol;

    /// string s, int x coordinate, int y coordinate
    protected static void WriteAt(string s, int x, int y)
    {
    try
        {
        Console.SetCursorPosition(origCol+x, origRow+y);
        Console.Write(s);
        }
    catch (ArgumentOutOfRangeException e)
        {
        Console.Clear();
        Console.WriteLine(e.Message);
        }
    }


    public static void Main()
    {
        string symbolA = "*";
        int diameter = 31;
        double radius = diameter/2;
        int circlemargin = 2;
        int sectors = 24;
        int circleoriginx, circleoriginy;
        int xpoint, ypoint;



        Console.OutputEncoding = System.Text.Encoding.UTF8;
        Console.Clear();
        origRow = Console.CursorTop;
        origCol = Console.CursorLeft;

        circleoriginx = circlemargin + diameter/2;
        circleoriginy = circlemargin + diameter/2;

        // pintar centro
        WriteAt(symbolA, circleoriginx, circleoriginy);

        // pintar circunferencia
        for (int i=0; i < sectors; i++)
        {
            xpoint = circleoriginx + Convert.ToInt32(Math.Cos(i*2*Math.PI/sectors)*radius);
            ypoint = circleoriginx + Convert.ToInt32(Math.Sin(i*2*Math.PI/sectors)*radius);

            WriteAt(symbolA, xpoint, ypoint);
            /* // Mostrar valores de consola y trigonométricos
             * Console.WriteLine("{0} {1} {2} {3}", xpoint, ypoint,
                Math.Cos(i*(Math.PI/2)),
                Math.Sin(i*(Math.PI/2)));*/

        }
        WriteAt("FIN", 0, diameter + circlemargin + 1);

    }
}
```