POLAR ELLIPSE

```
#include<graphics.h>
#include<conio.h>
#include<iostream.h>
#include<math.h>
#include<stdlib.h>
#include<DOS.h>
void ep(float x,float  y,float xc,float yc)
{
        putpixel(x+xc,y+yc,RED);
        putpixel(-x+xc,y+yc,RED);
        putpixel(-x+xc,-y+yc,RED);
        putpixel(x+xc,-y+yc,RED);
        delay(100);
}
void main()
{
        int gd=DETECT,gm;
        initgraph(&gd,&gm,"");
        cleardevice();
        int x, y,xc,yc,xr,yr,theta,theta_end;

        cout<<"enter values for xc,yc,xr,yr";
```

```
        cin>>xc>>yc>>xr>>yr;
        theta=0;
        theta_end=90;
        while (theta<=theta_end)
        {
                x=xr*cos (theta) + xc;
                y=yr*sin (theta) + yc;
                ep(x, y, xc, yc);
                theta=theta+1;
        }
getch();
closegraph();
}
```