

```

#include<conio.h>

#include<dos.h>

#include<graphics.h>

#include<stdio.h>

void symmetry(int x,int y, int xc,int yc)

{

putpixel(x+xc,y+yc,GREEN);

putpixel(-x+xc,y+yc,GREEN);

putpixel(x+xc,-y+yc,GREEN);

putpixel(-x+xc,-y+yc,GREEN);

putpixel(y+xc,x+yc,GREEN);

putpixel(-y+xc,x+yc,GREEN);

putpixel(y+xc,-x+yc,GREEN);

putpixel(-y+xc,-x+yc,GREEN);

//delay(100);

}

void main()

{

int gd=DETECT,gm,x,y,p,r,xc,yc;

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");

printf("input centre and radius\n");

scanf("%d %d %d",&xc,&yc,&r);

x=0;

y=r;

symmetry(x,y,xc,yc);

```

```
delay(100);

p=1-r;

do

{

if(p<0)

{

x=x+1;

y=y;

p=p+2*x+1;

symmetry(x,y,xc,yc);

delay(100);

}

else

{

x=x+1;

y=y-1;

p=p+2*x+1-2*y;

symmetry(x,y,xc,yc);

delay(100);

}

}while(x<y);

getch();

closegraph();

}
```

