CODE:

#include<dos.h>

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void draw\_circle(int,int,int);

void symmetry(int,int,int,int);

int main()

{

int xc,yc,R;

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TurboC3\\BGI");

printf("Enter the center of the circle:\n");

printf("Xc =");

scanf("%d",&xc);

printf("Yc =");

scanf("%d",&yc);

printf("Enter the radius of the circle :");

scanf("%d",&R);

draw\_circle(xc,yc,R);

getch();

closegraph();

}

void draw\_circle(int xc,int yc,int rad)

{

int x = 0;

int y = rad;

int p = 1-rad;

symmetry(x,y,xc,yc);

for(x=0;y>x;x++)

{

if(p<0)

p += 2\*x + 3;

else

{

p += 2\*(x-y) + 5;

y--;

}

symmetry(x,y,xc,yc);

}}

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

{

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

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

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

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

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

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

putpixel(xc-y,yc-x, GREEN); //For pixel (-y,x)

putpixel(xc-x,yc-y, GREEN); //For pixel (-x,y)

}

