CODE:

#include<iostream>

#include<conio.h>

#include<graphics.h>

using namespace std;

void drawCircle(int x, int y, int xc, int yc);

int main()

{

int gd = DETECT, gm;

int r, xc, yc, pk, x, y;

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

cout<<"Enter the center co-ordinates\n";

cin>>xc>>yc;

cout<<"Enter the radius of circle\n";

cin>>r;

pk = 1 - r;

x = 0;

y = r;

while(x < y)

{

drawCircle(x,y,xc,yc);

++x;

if(pk < 0)

{

pk = pk + (2\*x) + 1;

}

else

{

--y;

pk = pk + (2\*x) + 1 - (2\*y);

}

}

getch();

closegraph();

}

void drawCircle(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);

}

