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BSCS-5A

#131818

Lab 13 of Computer Graphics

**CODE:**

**def** bresenham(r, n):  
 r=int(r)  
 n=int(n)-1  
 x = 0  
 y = r  
 print(x,y,**" "**,y,x,**" "**,-x,y,**" "**,y,-x,**" "**,-x,-y,**" "**,-y,-x,**" "**,x,-y,**" "**,-y,x)  
  
 pk = (5 / 4) - int(r)  
 **for** a **in** range(n):  
 **if** pk < 0:  
 **if** x+1>r:  
 print(**"the between point lies outside the given radius axis, because of greater specified n value"**)  
 **return** x += 1  
 pk = pk + (2 \* x) + 1  
 print(x, y, **" "**, y, x, **" "**, -x, y, **" "**, y, -x, **" "**, -x, -y, **" "**, -y, -x, **" "**, x, -y, **" "**, -y, x)  
 **else**:  
 **if** x+1>r:  
 print(**"the between point lies outside the given range of points, because of greater specified n value"**)  
 **return** x += 1  
 y -= 1  
 pk = pk + (2 \* x) + 1 - (2 \* (y + 2))  
 print(x, y, **" "**, y, x, **" "**, -x, y, **" "**, y, -x, **" "**, -x, -y, **" "**, -y, -x, **" "**, x, -y, **" "**, -y, x)  
  
r = input(**"Enter radius: "**)  
n = input(**"Enter number of points inside the range to display(n): "**)  
  
bresenham(r, n)

**SCREENSHOT:**

