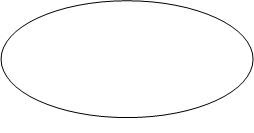
Code:

Midpoint ellipse algorithm

#include <stdio.h>  
#include <conio.h>  
#include <graphics.h>  
#include <math.h>  
void disp();  
float x,y;  
int xc,yc;  
void main()  
{  
int gd=DETECT,gm;  
int a,b;  
float p1,p2;  
clrscr();  
initgraph(&gd,&gm,"");  
scanf("%d%d",&xc,&yc);  
scanf("%d%d",&a,&b);  
x=0;y=b;  
disp();  
p1=(b\*b)-(a\*a\*b)+(a\*a)/4;  
while((2.0\*b\*b\*x)<=(2.0\*a\*a\*y))  
{  
x++;  
if(p1<=0)  
p1=p1+(2.0\*b\*b\*x)+(b\*b);  
else  
{  
y--;  
p1=p1+(2.0\*b\*b\*x)+(b\*b)-(2.0\*a\*a\*y);  
}  
disp();  
x=-x;  
disp();  
x=-x;  
}  
x=a;  
y=0;  
disp();  
p2=(a\*a)+2.0\*(b\*b\*a)+(b\*b)/4;  
while((2.0\*b\*b\*x)>(2.0\*a\*a\*y))  
{  
y++;  
if(p2>0)  
p2=p2+(a\*a)-(2.0\*a\*a\*y);  
else  
{  
x--;  
p2=p2+(2.0\*b\*b\*x)-(2.0\*a\*a\*y)+(a\*a);  
}  
disp();  
y=-y;  
disp();  
y=-y;  
}  
getch();  
closegraph();  
}  
void disp()  
{  
putpixel(xc+x,yc+y,10);  
putpixel(xc-x,yc+y,10);  
putpixel(xc+x,yc-y,10);  
putpixel(xc+x,yc-y,10);  
}

Output:

200  
 200  
 100  
 70  
[](http://4.bp.blogspot.com/_Gmn-kEVg3hk/SciNd6U29yI/AAAAAAAAAYk/g20WQMLr8rg/s1600-h/Graphics+and+multimedia+Lab+Bresenhams++Ellipse+Drawing+Algorithm+c+program.JPG)