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//Code by Prameet
// Header file for bresenham circle drawing algo
void bresen_circle() {
    int i, r, x = 0, y, xc, yc;
    float d;
    clrscr();
    printf("\n Bresenham Circle Program\n");
    printf("Enter Radius\n");
    scanf("%d", & r);
    printf("Enter Center of circle\n");

    scanf("%d", & xc);
    scanf("%d", & yc);
    d = 3 - 2 * r;
    y = r;
    do {
        if (d <= 0.0) {

            x = x + 1;
            d = d + 4 * x + 6;
        } else {

            x = x + 1;
            y = y - 1;
            d = d + 4 * (x - y) + 10;
        }
        putpixel(xc + x, yc + y, 5);
        putpixel(xc - y, yc - x, 5);
        putpixel(xc + y, yc - x, 5);
        putpixel(xc - y, yc + x, 5);
        putpixel(xc + y, yc + x, 5);
        putpixel(xc - x, yc - y, 5);
        putpixel(xc + x, yc - y, 5);
        putpixel(xc - x, yc + y, 5);
        delay(50);
    } while (x < y);
    getch();
}

```