

Implement midpoint Circle algorithm

```
#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void pixel(int x, int y, int xc, int yc)
{
    putpixel(x+xc,y+yc,BLUE);
    putpixel(x+xc,-y+yc,BLUE);
    putpixel(-x+xc,y+yc,BLUE);
    putpixel(-x+xc,-y+yc,BLUE);
    putpixel(y+xc,x+yc,BLUE);
    putpixel(y+xc,-x+yc,BLUE);
    putpixel(-y+xc,x+yc,BLUE);
    putpixel(-y+xc,-x+yc,BLUE);
}

int main()
{
    int gd=DETECT,gm=0,r,xc,yc,x,y;

    float p;

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

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

    scanf("%d",&r);

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

    scanf("%d %d",&xc,&yc);
```

```
y=r;
x=0;
p=(5/4)-r;
while(x<y)
{
    if(p<0)
    {
        x=x+1;

        y=y;

        p=p+2*x+3;
    }
    else
    {
        x=x+1;

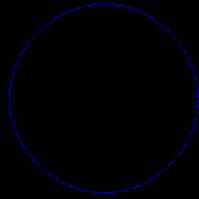
        y=y-1;

        p=p+2*x-2*y+5;
    }
    pixel(x,y,xc,yc);
}
getch();
closegraph();
return 0;
}
```

Enter the radius of the circle:70

Enter the centre of the circle:200

250



Activate Windows
Go to Settings to activate Windows.