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Roll no :- 53

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#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);
}
main()
{
    int gd=DETECT,gm=0,r,xc,yc,x,y;
    float p;
    //detectgraph(&gd,&gm);
    initgraph(&gd,&gm," ");
    printf("\n Enter the radius of the circle:");
    scanf("%d",&r);
    printf("\n Enter the center 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();
}
```

Enter the radius of the circle:80

Enter the center of the circle:160  
160

