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Practical No: 4

CODE:

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<dos.h>

void bresenham(int xc,int yc,int r);

void drawcircle(int xc,int yc,int y, int x);

void main()

{

int gd=DETECT,gm,xc,yc,r;

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

printf("Enter Center Point: \n");

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

printf("Enter Radius: \n");

scanf("%d",&r);

bresenham(xc,yc,r);

getch();

}

void bresenham(int xc,int yc,int r)

{

int p,x=0,y=r;

p=3-2\*r;

drawcircle(xc,yc,y,x);

while(x<=y)

{

x++;

if (p<0)

p=p+4\*x+6;

else

{

p=p+4\*(x-y)+10;

y=y-1;

}

drawcircle(xc,yc,x,y) ;

}

}

void drawcircle(int xc,int yc, int y, int x)

{

putpixel(xc+x,yc+y,WHITE);

putpixel(xc+x,yc-y,WHITE);

putpixel(xc-x,yc+y,WHITE);

putpixel(xc-x,yc-y,WHITE);

putpixel(xc+y,yc+x,WHITE);

putpixel(xc-y,yc+x,WHITE);

putpixel(xc+y,yc-x,WHITE);

putpixel(xc-y,yc-x,WHITE);

delay(100);

}

OUTPUT:

