***//18.Circle//***

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

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

{

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

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

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

}

void main()

{

int gd=DETECT,gm,xc,yc,r,x,y,Pk;

clrscr();

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

printf("Enter the Xc=");

scanf("%d",&xc);

printf("Enter the Yc=");

scanf("%d",&yc);

printf("Enter the Radius=");

scanf("%d",&r);

x=0;

y=r;

Pk=1-r;

Plotpoint (xc,yc,x,y);

while(x<y)

{

if(Pk<0)

{

x=x+1;

Pk=Pk +(2\*x)+1;

}

else

{

x=x+1;

y=y-1;

Pk=Pk +(2\*x)-(2\*y)+1;

}

Plotpoint (xc,yc,x,y);

}

getch();

closegraph();

}

***Output:***

