

```
#include<stdio.h>
#include<graphics.h>
```

```
void drawcircle(int x0, inty0, int radius)
```

```
{
    int x = radius ;
    int y = 0;
    int err = 0;
    while(X>=y)
    {
        putpixel(x0 + x, y0 + y, 7);
        putpixel(x0 + y, y0 + x, 7);
        putpixel(x0 - y, y0 + x, 7);
        putpixel(x0 - x, y0 - y, 7);
        putpixel(X0 - x, y0 - y, 7);
        putpixel(x0 - y, y0 - x, 7);
        putpixel(x0 + y, y0 - x, 7);
        putpixel(x0 + x, y0 - y, 7);
```

```
        if(err <=0){
            y0 += 1;
            err +=2*y+1;
```

```
        }
        if(err>0){
            x-=1;
            err-=2*x+1;
```

```
        }
```

```
    }
```

```
}
```

```
int main()
```

```
{
    int gdriver = DETECT, gmode, error, x,y,r;
    initgraph(&gdriver,&gmode,"C:\\ TurboC3\\BGI");
    printf("Enter radius of circle:");
    scanf("%d",&r);
    printf("Enter the radius of circle:");
    scanf("%d",&r);
    printf("Enter co-ordinates of circle(x&y)");
```

```
scanf("%d%d",&x,&y);
```

```
drawcircle(x,y,r);
```

```
return 0;
```

```
}
```