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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)
        {

```

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        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();
}

```

