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Roll no :- 60

```c
#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:");
```

```c
    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
```