```
#include<iostream.H>
                        #include<graphics.h>
                        #include<stdio.h>
                        void ddaAlg(int x1,int y1,int x2,int y2)
                        {
                        int dx=x2-x1;
                        int dy=y2-y1;
                        int steps=dx>dy?dx:dy;
                        float xInc=dx/(float)steps;
                        float yInc=dy/(float)steps;
                        float x=x1;
                        float y=y1;
                        for(int i=0;i<=steps;i++)
                        {
                        putpixel(x,y,14);
                        x+=xInc;
                        y+=yInc;
                        }
                        }
                        void display(int xc,int yc,int x,int y)
                        {
                        putpixel(xc+x, yc+y, 3);
                        putpixel(xc-x, yc+y, 3);
                        putpixel(xc+x, yc-y, 3);
                        putpixel(xc-x, yc-y, 3);
                        putpixel(xc+y, yc+x, 3);
                        putpixel(xc-y, yc+x, 3);
                        putpixel(xc+y, yc-x, 3);
                        putpixel(xc-y, yc-x, 3);
                        }


                        void CircleB(int x1,int y1,int r)
                        {
                        int x=0,y=r;
                        int d=3-2*r;
                        display(x1,y1,x,y);
                        while(y>=x)
                        {
                        x++;
                        if(d>0)
                        {
```

```
y--;
d=d+4*(x-y)+10;
}
else
{
d=d+4*x+6;
}
display(x1,y1,x,y);
}
}
int main()
{
int gd=DETECT, gm;
initgraph(&gd,&gm,"c:\\turboc3\\bgi");
CircleB(150,180,57);
CircleB(150,180,57/2);
ddaAlg(102,150,198,150);
ddaAlg(102,150,150,236);
ddaAlg(150,236,198,150);
getch();
closegraph();
return 0;
}
```

Output