COMPUTER GRAPHICS

NAME : SHRIRANG. R. MHALGI

CLASS : S.E.

DIV : B

ROLL NO : 222006

PROBLEM STATEMENT :

Write a java program to implement Bresenham circle.

CODE :

**package** cgg\_final;

**import** java.awt.\*;

**import** java.util.logging.Level;

**import** java.util.logging.Logger;

**import** javax.swing.JFrame;

**public** **class** Bresenham\_circle **extends** JFrame

{

**public** **static** **void** main(String[] args)

{

Bresenham\_circle b=**new** Bresenham\_circle();

b.setSize(700,700);

b.setTitle("Bresenham Circle");

b.setVisible(**true**);

}

**public** **void** paint(Graphics g)

{

Bre\_Cir(400,400,150,g);

}

**public** **void** Bre\_Cir(**int** x,**int** y,**int** rad,Graphics g)

{

**int** dp;

**int** x1,y1;

x1=0;

y1=rad;

dp=3-(2\*rad);

**while**(x1<=y1)

{

**if**(dp<=0)

dp=dp+(4\*x1)+6;

**else**

{

dp=dp+4\*(x1-y1)+10;

y1--;

}

x1++;

**try** {

Thread.*sleep*(100);

} **catch** (InterruptedException ex)

{

Logger.*getLogger*(Bresenham\_circle.**class**.getName()).log(Level.***SEVERE***, **null**, ex);

}

g.setColor(Color.***red***);

g.fillOval(x1+x,y1+y,2,2);

g.setColor(Color.***PINK***);

g.fillOval(x1+x,y-y1,2,2);

g.setColor(Color.***BLUE***);

g.fillOval(x-x1,y1+y,2,2);

g.setColor(Color.***darkGray***);

g.fillOval(x-x1,y-y1,2,2);

g.setColor(Color.***blue***);

g.fillOval(x+y1,y+x1,2,2);

g.setColor(Color.***BLACK***);

g.fillOval(x+y1,y-x1,2,2);

g.setColor(Color.***magenta***);

g.fillOval(x-y1,y+x1,2,2);

g.setColor(Color.***GREEN***);

g.fillOval(x-y1,y-x1,2,2);

g.setColor(Color.***LIGHT\_GRAY***);

}

}

}

OUTPUT :

