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// Cpp-program for circle drawing using Bresenham’s Algorithm in computer-graphics

#include <graphics.h>

// Function to put pixels at subsequence points
void drawCircle(int xc, int yc, int x, int y)
{
        putpixel(xc+x, yc+y, RED);
        putpixel(xc-x, yc+y, RED);
        putpixel(xc+x, yc-y, RED);
        putpixel(xc-x, yc-y, RED);
        putpixel(xc+y, yc+x, RED);
        putpixel(xc-y, yc+x, RED);
        putpixel(xc+y, yc-x, RED);
        putpixel(xc-y, yc-x, RED);
}

// Function for circle-generation using Bresenham's algorithm
void circleBres(int xc, int yc, int r)
{
        int x = 0, y = r;
        int d = 3 - 2 * r;
        drawCircle(xc, yc, x, y);
        while (y >= x)
        {
        // for each pixel we will
        // draw all eight pixels

        x++;
        // check for decision parameter
        // and correspondingly
        // update d, x, y if (d >
        0)
        { y--
        ;
        d = d + 4 * (x - y) + 10;
        }
        else
        d = d + 4 * x + 6;
        drawCircle(xc, yc, x, y);
        delay(50);
```

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        }
}
// Driver code
int main()
{
        int xc = 50, yc = 50, r = 30;
        int gd = DETECT, gm;
        initgraph(&gd, &gm, NULL); // initialize graph
        circleBres(xc, yc, r);    // function call
        delay(50000); return 0;
}
```