



<global> main() : int

Start here x mid point.cpp x

```
1  #include <bits/stdc++.h>
2  #include<graphics.h>
3  #include<stdio.h>
4
5  using namespace std;
6
7
8  int main()
9  {
10
11     int gd = DETECT , gm;
12     initgraph(&gd,&gm,"");
13
14     int x , y , x1 , y1 , r;
15     cin >> x1 >> y1 >> r;
16
17     x = 0;
18     y = r;
19
20     int p = 1 - r;
21
```





<global>

Start here x mid point.cpp x

```
22 //putpixel(x1,y1,WHITE);
23
24 while(x < y)
25 {
26     if(p >= 0)
27     {
28         x++;
29         y--;
30         p = p + 2 * x + 1 - 2 * y;
31     }
32     else
33     {
34         x++;
35         p = p + 2 * x + 1;
36     }
37     //x++;
38     putpixel(x+x1,y+y1,WHITE);
39     cout << x << " \t" << y << endl;
40     putpixel(y+y1,x+x1,WHITE);
41     cout << x << " \t" << y << endl;
42
```





<global> main() : int

Start here x mid point.cpp x

```
43 putpixel(x1-x,y1-y,WHITE);
44 cout << x << " \t" << y << endl;
45 putpixel(y1-y,x1-x,WHITE);
46 cout << x << " \t" << y << endl;
47
48 putpixel(x1+x,y1-y,WHITE);
49 cout << x << " \t" << y << endl;
50 putpixel(y1+y,x1-x,WHITE);
51 cout << x << " \t" << y << endl;
52
53 putpixel(x1-x,y1+y,WHITE);
54 cout << x << " \t" << y << endl;
55 putpixel(y1-y,x1+x,WHITE);
56 cout << x << " \t" << y << endl;
57
58 }
59
60 getch();
61
62 closegraph();
63
```



```
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Windows BGI

