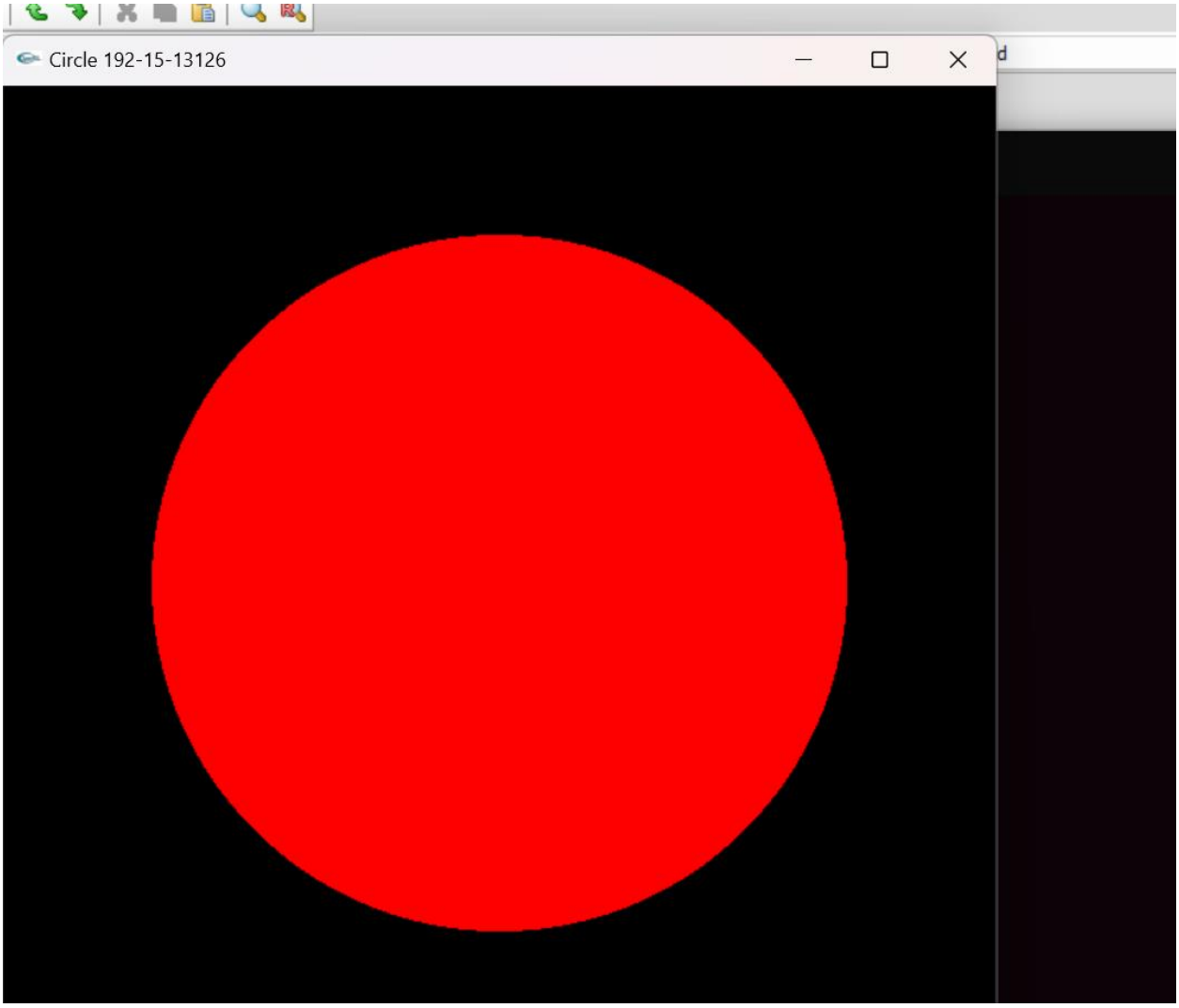
```
#include <GL/gl.h>
#include <GL/glut.h>
#include<bits/stdc++.h>
void circle(GLfloat rx, GLfloat ry, GLfloat cx, GLfloat cy)
{
 glBegin(GL_TRIANGLE_FAN);
 glColor3f(1.0f, 0.0f, 0.0f);
 glVertex2f(cx, cy);
 for (int i = 0;i <= 100;i++)
 {
 float angle = 2.0f * 3.1416f * i / 100;
 float x = rx * cosf(angle);
 float y = ry * sinf(angle);
 glVertex2f((x + cx), (y + cy));
 }
 glEnd();
}



void display(void)
{
 /* clear all pixels */
 glClear(GL_COLOR_BUFFER_BIT);

 circle(70, 70, 0, 0);
 //rx,ry,cx,cy



 glFlush();
}
void init(void)
{
```

```
 glClearColor(0.0, 0.0, 0.0, 0.0);


 glMatrixMode(GL_PROJECTION);
 glLoadIdentity();
 glOrtho(-100, 100, -100, 100, -15, 15);
 //-x,x,-y,y
}
int main(int argc, char** argv)
{
 glutInit(&argc, argv);
 glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
 glutInitWindowSize(600, 600);
 glutInitWindowPosition(100, 100);
 glutCreateWindow("Circle 192-15-13126");
 init();
 glutDisplayFunc(display);
 glutMainLoop();
 return 0; /* ISO C requires main to return int. */
}
```


Circle 192-15-13126