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**EXPERIMENT NO. 3**

**CODE:**

#include<conio.h>

#include<stdio.h>

#include<graphics.h>

void main()

{

int x=0,y,p,r;

int gd=DETECT,gm;

initgraph(&gd,&gm," ");

line(0,240,640,240);

line(320,0,320,480);

putpixel(320,240,WHITE);

printf("Enter the radius of the circle:");

scanf("%d",&r);

y=r;

p=3-2\*r;

putpixel(x+320,y+240,WHITE);

putpixel(-x+320,y+240,WHITE);

putpixel(x+320,-y+240,WHITE);

putpixel(-x+320,-y+240,WHITE);

while(x<=y)

{

if(p<0)

{

x=x+1;

p=p+4\*x+2;

}

else

{

x=x+1;

y=y-1;

p=p+4\*x-4\*y+2;

}

putpixel(x+320,y+240,WHITE);

putpixel(-x+320,y+240,WHITE);

putpixel(x+320,-y+240,WHITE);

putpixel(-x+320,-y+240,WHITE);

putpixel(y+320,x+240,WHITE);

putpixel(-y+320,x+240,WHITE);

putpixel(y+320,-x+240,WHITE);

putpixel(-y+320,-x+240,WHITE);

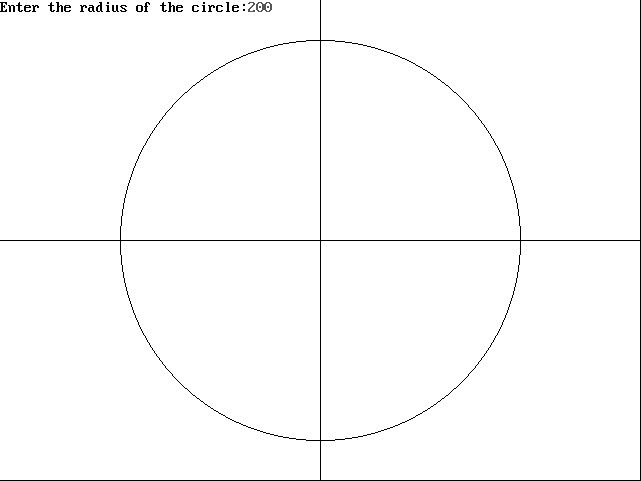
}

getch();

closegraph();

}

**OUTPUT:**

****