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// Cpp-program for circle drawing using Bresenham's Algorithm in computer-graphics
#include <graphics.h>
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);
}
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)
	{
	x++;
	if (d > 0)
	{
		y--;
		d = d + 4 * (x - y) + 10;
	}
	else
		d = d + 4 * x + 6;
	drawCircle(xc, yc, x, y);
	delay(50);
	}
}
int main()
{
	int xc = 50, yc = 50, r = 30;
	int gd = DETECT, gm;
	initgraph(&gd, &gm, NULL);
	circleBres(xc, yc, r);
	delay(50000);
	return 0;
}
```

COMMAND:

```
(base) oem@ubuntu6:~$ gcc circle.cpp -o circle -lgraph
(base) oem@ubuntu6:~$ ./circle
```

OUTPUT: