**Practical No: 09**

**Aim:** Write a c program to draw a circle using Bresenham’s circle drawing algorithm

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**Code:**

# include <stdio.h>

# include <conio.h>

# include <graphics.h>

int main()

{

int xc,yc,r,p,x,y;

int gd,gm;

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"C:\\TurboC3\\BGI");

printf("\nEnter the co-ordinates of center : ");

scanf("%d %d",&xc,&yc);

printf("\nEnter the radius: ");

scanf("%d",&r);

x = 0;

y = r;

p=3-(2\*r);

for(x=0;x<=y;x++)

{

if(p < 0)

{

p = p + (4 \* x)+6;

}

else

{

y=y-1;

p = p +4 \*(x-y)+10;

}

putpixel(xc+x,yc-y,WHITE);

putpixel(xc-x,yc-y,WHITE);

putpixel(xc+x,yc+y,WHITE);

putpixel(xc-x,yc+y,WHITE);

putpixel(xc+y,yc-x,WHITE);

putpixel(xc-y,yc-x,WHITE);

putpixel(xc+y,yc+x,WHITE);

putpixel(xc-y,yc+x,WHITE);

}

getch();

closegraph();

}

**Output:**

