**Practical No: 10**

**Aim:** Write a c program to draw a circle using Midpoint Circle Algorithm

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#include <graphics.h>

void drawCircle(int x0, int y0, int radius)

{

int x=radius,y=0,err=0;

while(x>=y)

{

putpixel(x0 + x, y0+y, 0);

putpixel(x0 + y, y0+x, 0);

putpixel(x0 - y, y0+x, 0);

putpixel(x0 - x, y0+y, 0);

putpixel(x0 - x, y0-y, 0);

putpixel(x0 - y, y0-x, 0);

putpixel(x0 + y, y0-x, 0);

putpixel(x0 + x, y0-y, 0);

if(err<=0)

{

y+=1;

err+=2\*y+1;

}

if(err>0)

{

x-=1;

err-=2\*x+1;

}

}

}

int main()

{

int x=190,y=250,r=150;

initwindow(450,450);

setbkcolor(WHITE);

cleardevice();

drawCircle(x, y, r);

getch();

return 0;

**Output:**

