Draw a circle using Polynomial Method Algorithm

```
#include<graphics.h>
#include<iostream.h>
#include<conio.h>
#include<dos.h>
#include<math.h>
void main()
{
   int gd=DETECT,gm;
   int h=0,k=0,r;
   float c,x=0,y=0;
   initgraph(&gd,&gm,"c:\\BGI");
   outtextxy(130,10,"Polynomial Method Algorithm for circle    Www.Bcanotes.com");
   cout<<endl<<endl<<endl;
   cout<<"enter the values of centre of circle ";
   cin>>h>>k;
   cout<<"enter the value of radius of circle ";
   cin>>r;
   c=(r/M_SQRT2);
   while(x<=c)
   {
```

```
    x=x+1;
    y=sqrt(pow(r,2)-pow(x,2));
    putpixel(x+h,y+k,RED);
    putpixel(-x+h,y+k,RED);
    delay(100);
    putpixel(-x+h,-y+k,RED);
    putpixel(x+h,-y+k,RED);
    delay(100);
    putpixel(y+h,x+k,RED);
    putpixel(-y+h,x+k,RED);
    delay(100);
    putpixel(-y+h,-x+k,RED);
    putpixel(y+h,-x+k,RED);
    }
    getch();
    closegraph();
}
```