

**TO DRAW A CIRCLE**

```
#include<math.h>
#include<iostream.h>
#include<conio.h>
#include<graphics.h>
void main()
{
int gd=DETECT, gm;
int x,y,r,c1;
initgraph(&gd,&gm,"");
cout<<"enter x,y,r";
cin>>x>>y>>r;
circle(x,y,r);
c1=rand();
setfillstyle(SOLID_FILL,c1);
floodfill(x,y,2);
getch();
closegraph();
}
```