

POLAR ELLIPSE

```
#include<graphics.h>

#include<conio.h>

#include<iostream.h>

#include<math.h>

#include<stdlib.h>

#include<DOS.h>

void ep(float x,float y,float xc,float yc)
{
    putpixel(x+xc,y+yc,RED);
    putpixel(-x+xc,y+yc,RED);
    putpixel(-x+xc,-y+yc,RED);
    putpixel(x+xc,-y+yc,RED);
    delay(100);
}

void main()
{
    int gd=DETECT,gm;
    initgraph(&gd,&gm,"");
    cleardevice();

    int x, y,xc,yc,xr,yr,theta,theta_end;

    cout<<"enter values for xc,yc,xr,yr";
```

```
cin>>xc>>yc>>xr>>yr;

theta=0;

theta_end=90;

while (theta<=theta_end)
{
    x=xr*cos (theta) + xc;
    y=yr*sin (theta) + yc;
    ep(x, y, xc, yc);
    theta=theta+1;
}

getch();

closegraph();

}
```