```cpp
#include <graphics.h>
#include <iostream>
using namespace std;

//Karla Fant's Demonstration of Drawing a circle for CS161

int main()
{
    //Here is where I am going to put my variables
    int window_size;
    int color;
    int circle_radius;

    cout <<"This program will work with what we learned about in Lecture 5";  cout <<endl <<endl; //have an extra blank line
    cout << "How big of a window do you want (pick a number less than 1200): "; cin >> window_size;
    initwindow(window_size, window_size);

    cout << "What color do you want...enter in a number 1-15 (15 is white) "; cin >> color; cin.get();
    setcolor(color);

    cout << "How big do you want the circle? "; cin >> circle_radius; cin.get();

    //draw the circle centered in the window...so dividing the width and the height //of the window by two
circle(window_size/2, window_size/2, circle_radius);
    cout <<"You need to hit a key on the keyboard"
         <<" while in the graphics window to continue
         \n\n";

getch();  //if you don't do this...the first circle disappears!

    return 0;
}
```