

```

1  #include<bits/stdc++.h>
2  #include<graphics.h>
3  using namespace std;
4  void midPoint(int X1, int Y1, int X2, int Y2)
5  {
6      int dx = X2 - X1;
7      int dy = Y2 - Y1;
8      int d = dy - (dx/2);
9      int x = X1, y = Y1;
10     putpixel(x,y,WHITE);
11     while (x < X2)
12     {
13         x++;
14         if (d < 0)
15             d = d + dy;
16         else
17         {
18             d += (dy - dx);
19             y++;
20         }
21         putpixel(x,y,WHITE);
22     }
23 }
24 int main()
25 {
26     int X1 = 20, Y1 = 20, X2 = 80, Y2 = 50;
27     int gdriver = DETECT, gmode;
28     initgraph(&gdriver, &gmode, NULL);
29     midPoint(X1, Y1, X2, Y2);
30     getch();
31     closegraph();
32 }
33

```