```
#include<iostream>
#include<conio.h>
#include<graphics.h>
#include<math.h>
using namespace std;
void put_pixel(int x, int y, int col)
{
    putpixel(x+320, 240-y, col);
}
int round(float x)
{
    double rem = fmod((double)x,1.0);
    if(x<0.5)
        return (floor((double)x));
    else
        return (ceil((double)x));
}
void dda(int x1, int y1, int x2, int y2)
{
    int xa,ya,xb,yb;
    setcolor(RED);
    line(320,0,320,480);
    setcolor(BLUE);
    line(0,240,640,240);
    setcolor(WHITE);
    if(x1<x2)
    { xa=x1; ya=y1; xb=x2; yb=y2; }
    else
    {
        xa=x2;
        ya=y2;
        xb=x1;
        yb=y1;
    }
    int dx,dy;
    dx=xb-xa;
    dy=yb-ya;
    int steps;
    float x=xa,y=ya;
    if (abs(dx)>abs(dy))
        steps = abs(dx);
    else
        steps = abs(dy);
    float xinc,yinc;
    xinc = 1.0*dx/steps;
    yinc = 1.0*dy/steps;
    put_pixel(xa,ya,15);
    while(x<xb)
    {
        x+=xinc;
        y+=yinc;
        put_pixel(round(x),round(y),15);
    }
}
int main()
{
    int x1,y1,x2,y2;
    cout<<"Enter x1,y1 : ";
    cin>>x1>>y1;
    cout<<"Enter x2,y2 : ";
    cin>>x2>>y2;
    int gd = DETECT, gm;
    initgraph(&gd,&gm,NULL);
    dda(x1,y1,x2,y2);
    getch();
    closegraph();
}
```