

```

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int x,y,dx,dy,p,x1,x2,y1,y2;

int gd=DETECT,gm;

initgraph(&gd,&gm,"c:\\turbo3\\bgi" );

printf("Enter the value of x1,y1,x2,y2:" );

scanf("%d %d %d %d", &x1, &y1, &x2, &y2 );

x=x1;

y=y1;

dx=x2-x1;

dy=y2-y1;

p=2*dy-dx;

while(x<=x2)

{

    putpixel(x,y,CYAN);

    x= x+1;

    if(p<0)

    {

        p= p+ 2*dy;

    }

    else

    {

        y=y+1;

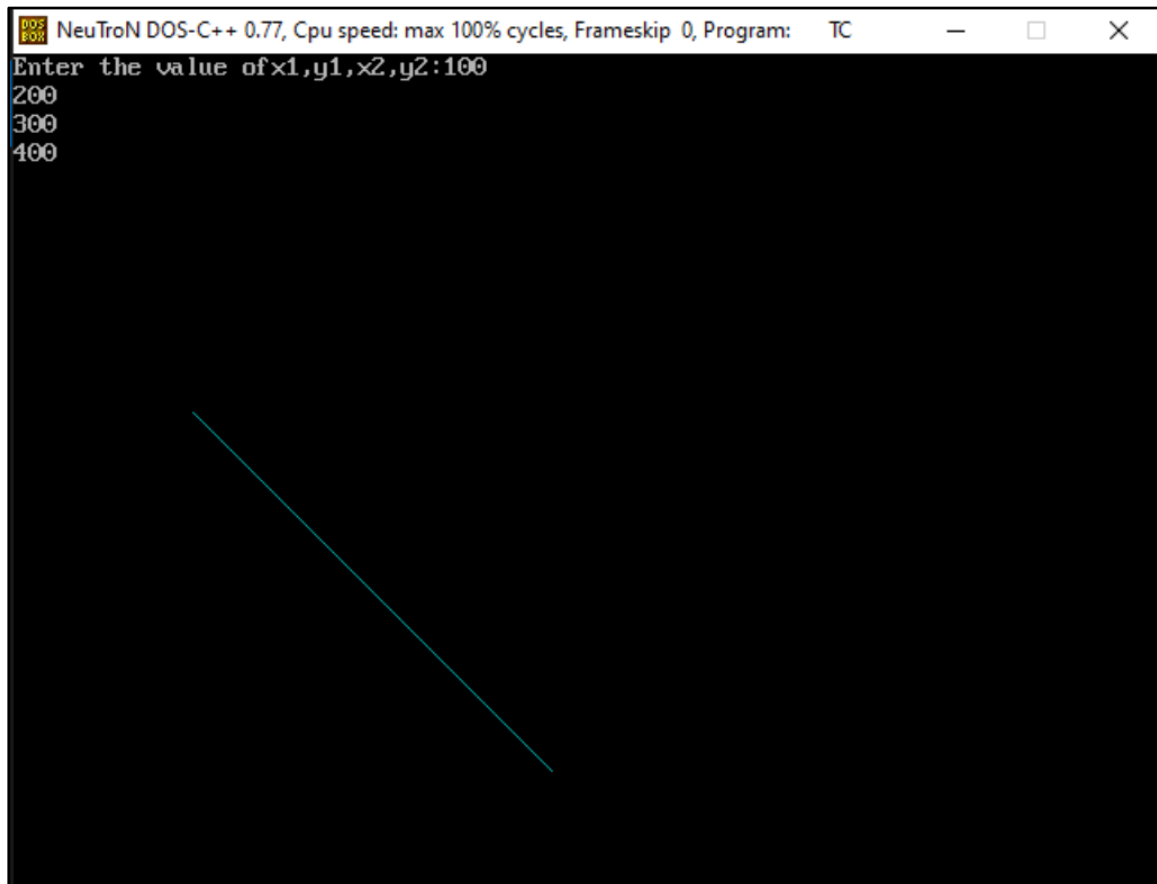
        p=p+2*dy-2*dx;

    }
}

```



```
}  
getch();  
closegraph();  
  
}
```



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