#include<graphics.h>

#include<conio.h>

#include<stdio.h>

Void main()

{

Intgd = DETECT ,gm, I;

Float x, y,dx,dy,steps;

Int x0, x1, y0, y1;

Initgraph(&gd, &gm, “C:\\TC\\BGI”);

Setbkcolor(WHITE);

X0 = 100 , y0 = 200, x1 = 500, y1 = 300;

Dx = (float)(x1 – x0);

Dy = (float)(y1 – y0);

If(dx>=dy)

{

Steps = dx;

}

Else

{

Steps = dy;

}

Dx = dx/steps;

Dy = dy/steps;

X = x0;

Y = y0;

I = 1;

While(i<= steps)

{

Putpixel(x, y, RED);

X += dx;

Y += dy;

I=i+1;

}

Getch();

Closegraph();

}