**NAME-ADITYA RAWAT**

**COURSE-BSC(IT)**

**ROLL NO-1022714**

**CLASS ROLL NO-04**

**SUBJECT-COMPUTER GRAPHICS END TERM**

**ANSWER 2.**  **to draw a line using Bresenham’s line generation algorithm.**

**SOURCE CODE-**

**#include<stdio.h>**

**#include<conio.h>**

**#include<graphics.h>**

**void drawline(int x1, int y1, int x2, int y2)**

**{**

**int dx, dy, p, x, y;**

**dx=x2-x1;**

**dy=y2-y1;**

**x=x1;**

**y=y1;**

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

**while(x<x2)**

**{**

**if(p<0)**

**{**

**p=p+2\*dy;**

**}**

**else**

**{**

**y=y+1;**

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

**}**

**putpixel(x, y, YELLOW);**

**x++;**

**}**

**}**

**int main()**

**{**

**int gd=DETECT, gm;**

**int x1, x2, y1, y2;**

**printf("Enter the starting and ending co-ordinates of the line\n");**

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

**initgraph(&gd, &gm, NULL);**

**drawline(x1, y1, x2, y2);**

**getch();**

**closegraph();**

**return 0;**

**}**

