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COURSE = B.Sc IT 6th semester

SUBJECT = Computer Graphics

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

intmain()

{

intgd=DETECT,gm;

intdx,dy,p,end;

floatx1,x2,y1,y2,x,y;

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

printf("EnterValueofX1:");

scanf("%f",&x1);

printf("EnterValueofY1:");

scanf("%f",&y1);

printf("EnterValueofX2:");

scanf("%f",&x2);

printf("EnterValueofY2:");

scanf("%f",&y2);

(x1-x2);

dy=abs(y1-y2);

p=2\*dy-dx;

if(x1>x2)

{

x=x2;

y=y2;

end=x1;

}

else

{

x=x1;

y=y1;

end=x2;

}

putpixel(x,y,10);

while(x<end)

{

x=x+1;

if(p<0)

{

p=p+2\*dy;

}

else

{

y=y+1;

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

}

putpixel(x,y,10);

}

getch();

closegraph();

return0;

}

