

```

#include <stdio.h>
#include <conio.h>
#include <graphics.h>

void main()
{
    int dx,dy,x,y,p,x1,y1,x2,y2;
    int gd, gm;

    clrscr();

    printf("\n\n\tEnter the co-ordinates of first point : ");
    scanf("%d %d",&x1,&y1);
    printf("\n\n\tEnter the co-ordinates of second point : ");
    scanf("%d %d",&x2,&y2);

    dx = (x2 - x1);
    dy = (y2 - y1);

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

    x = x1;
    y = y1;

    detectgraph(&gd,&gm);
    initgraph(&gd,&gm,"e:\\tc\\bgi");
    putpixel(x,y,WHITE);

    while(x <= x2)
    {
        if(p < 0)
        {
            x=x+1;
            y=y;
            p = p + 2 * (dy);
        }
        else
        {
            x=x+1;
            y=y+1;
            p = p + 2 * (dy - dx);
        }
        putpixel(x,y,WHITE);
    }
    getch();
    closegraph();
}

```