

```
1. #include<stdio.h>
2. #include<conio.h>
3. #include<graphics.h>
4. void main()
5. {
6. int x1,y1,x2,y2,dx,dy,length,i;
7. floatx,y,xinc,yinc;
8. intgd=DETECT,gm;
9. //clrscr();
10. //gd=DETECT;
11. initgraph(&gd,&gm,"c:\\tc\\bgi");
12. printf("Enter the starting coordinates");
13. scanf("%d%d",&x1,&y1);
14. printf("Enter the ending coordinates");
15. scanf("%d%d",&x2,&y2);
16. dx=x2-x1;
17. dy=y2-y1;
18. if(abs(dx)>abs(dy))
19. length=abs(dx);
20. else
21. length=abs(dy);
22. xinc=dx/(float)length;
23. yinc=dy/(float)length;
24. x=x1
25. y=y1
26. putpixel(x,y,10);
27. for(i=0;i<length;i++)
28. {
29. putpixel(x,y,10);
30. x=x+xinc;
31. y=y+yinc;
32. delay(10);
33. }
34. getch();
35. closegraph();
36. }
```