**DDA ALGORITHM**

#include<graphics.h>

#include<conio.h>

#include<stdio.h>

void main()

{

int gd = DETECT, gm, i;

float x, y, dx, dy, steps;

int x1, y1, x2, y2;

initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");

setbkcolor(WHITE);

x1=100, y1=200, x2=500, y2=300;

dx =(float)(x2-x1);

dy =(float) (y2-y1);

if(dx>dy)

{steps=dx;}

else

{

steps = dy;

}

dx = dx/steps; dy=dy/steps; x=x1;

y=y1; i=1;

while(i<steps)

{

putpixel(x, y, RED); x+=dx;

y+=dy; i++;

}

getch(); closegraph();

}