#include<graphics.h>

#include<stdio.h>

void main()

{

int x,y,x1,y1,delx,dely,m,grtr\_d,smlr\_d,d;

int gm,gd=DETECT;

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

printf("\*\*\*\*\*\*\* BRESENHAM'S LINE DRAWING ALGORITHM \*\*\*\*\*\n\n");

printf("enter initial coordinate = ");

scanf("%d %d",&x,&y);

printf("enter final coordinate = ");

scanf("%d %d",&x1,&y1);

delx=x1-x;

dely=y1-y;

grtr\_d=2\*dely-2\*delx;&nbsp; &nbsp;// when d > 0

smlr\_d=2\*dely;&nbsp; &nbsp; &nbsp; &nbsp; &nbsp; // when d< 0

d=(2\*dely)-delx;

do{

putpixel(x,y,1);

if(d<0) {

d=smlr\_d+d;

}

else

{

d=grtr\_d+d;

y=y+1;

}

x=x+1;

}while(x<x1);

getch();

}

**OUTPUT:**

