#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int x1,y1,x2,y2,x,dx,dy,d2y,t,p,gd,gm;

clrscr();

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"C:\\TurboC3\\BGI");

printf("Enter the co\_ordinates x1,y1:\n");

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

printf("Enter the co-ordinates x2,y2:\n");

scanf("%d %d",&x2,&y2);

if(x2>x1)

{

t=x1; x1=x2;

x2=t; t=y1;

y1=y2; y2=t;

}

putpixel(x1,y1,15);

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

d2y=(2\*dy)-(2\*dx);

p=d2y-dx;

x=0;

while(x<dx)

{

if(p<0)

{

putpixel(x1+1,y1,15);

p=p+(2\*dy);

x1=x1+1;

}

else

{

putpixel(x1+1,y1+1,15);

p=p+(d2y);

y1=y1+1;

x1=x1+1;

}

x++;

}

getch();

}

OUTPUT:

