#include <graphics.h>

#include <stdio.h>

#include <math.h>

#include<conio.h>

void main( )

{

float x,y,x1,y1,x2,y2,dx,dy,length;

int i,gd=DETECT,gm;

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

printf("Enter the values of x1 : ");

scanf("%f",&x1);

printf("Enter the value of y1 : ");

scanf("%f",&y1);

printf("Enter the value of x2 : ");

scanf("%f",&x2);

printf("Enter the value of y1 : ");

scanf("%f",&y2);

//detectgraph(&gd,&gm);

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

dx=abs(x2-x1);

dy=abs(y2-y1);

if(dx>=dy)

length=dx;

else

length=dy;

dx=dx/length;

dy=dy/length;

x=x1;

y=y1;

i=1;

while(i<=length)

{

putpixel(x,y,1);

x=x+dx;

y=y+dy;

i=i+1;

}

closegraph();

getch();

}

OUTPUT:

