#include<iostream>

#include<graphics.h>

using namespace std;

void drawline(int x0, int y0, int x1, int y1)

{

int dx, dy, p, x, y;

dx=x1-x0;

dy=y1-y0;

x=x0;

y=y0;

p=2\*dy-dx;

while(x<x1)

{

if(p>=0)

{

y=y+1;

p=p+2\*dy-2\*dx;

putpixel(x,y,7);

delay(500);

}

else

{

p=p+2\*dy;

putpixel(x,y,7);

delay(500);

}

x=x+1;

}

}

int main()

{

int gdriver=DETECT, gmode, error, x0, y0, x1, y1;

initgraph(&gdriver, &gmode, NULL);

cout<<"Enter co-ordinates of first point: ";

cin>>x0>>y0;

cout<<"Enter co-ordinates of second point: ";

cin>>x1>>y1;

drawline(x0, y0, x1, y1);

return 0;

}