#include<iostream.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gmode,gdriver=DETECT;

int x1,y1,x2,y2,M,dx,dy,i,x,y;

initgraph(&gdriver,&gmode,"C:\\TC\\BGI");

cout<<"Enter First coordinate x1 :";

cin>>x1;

cout<<"Enter First coordinate y1 :";

cin>>y1;

cout<<"Enter Second coordinate x2 :";

cin>>x2;

cout<<"Enter Second coordinate y2 :";

cin>>y2;

dx=x2-x1;

dy=y2-y1;

if(dx>=dy)

{

M=dx;

}

else

{

M=dy;

}

dx=dx/M;

dy=dy/M;

x=x1;

y=y1;

i=1;

while(i<=M){

putpixel(x,y,WHITE);

x=x+dx;

y=y+dy;

i++;

}

getche();

}

