CG Practical Exam.

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Aim:

Implement Bresenham Line Drawing Algorithm. (GREEN)

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Code:

*#include<stdio.h>*

*#include<graphics.h>*

*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)*

*{*

*putpixel(x,y,GREEN);*

*y=y+1;*

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

*}*

*else*

*{*

*putpixel(x,y,GREEN);*

*p=p+2\*dy;}*

*x=x+1;*

*}*

*}*

*int main()*

*{*

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

*initgraph(&gdriver, &gmode, "c:\\turboc3\\bgi");*

*printf("Enter the X co-ordinate of the first point: ");*

*scanf("%d", &x0);*

*printf("Enter the Y co-ordinate of the first point: ");*

*scanf("%d", &y0);*

*printf("Enter the X co-ordinate of the second point: ");*

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

*printf("Enter the Y co-ordinate of the second point: ");*

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

*drawline(x0, y0, x1, y1);*

*return 0;*

*}*

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Output:

