

```
#include <graphics.h>
```

```
#include <stdio.h>
```

```
#include <math.h>
```

```
#include <dos.h>
```

```
void main( )
```

```
{
```

```
    float x,y,x1,y1,x2,y2,dx,dy,step;
```

```
    int i,gd=DETECT,gm;
```

```
    initgraph(&gd,&gm,"c:\\turbo3\\bgi");
```

```
    printf("Enter the value of x1 and y1 : ");
```

```
    scanf("%f%f",&x1,&y1);
```

```
    printf("Enter the value of x2 and y2: ");
```

```
    scanf("%f%f",&x2,&y2);
```

```
    dx=abs(x2-x1);
```

```
    dy=abs(y2-y1);
```

```
    if(dx>=dy)
```

```
        step=dx;
```

```
    else
```

```
        step=dy;
```

```
    dx=dx/step;
```

```
    dy=dy/step;
```

```
    x=x1;
```

```
    y=y1;
```

```
i=1;
while(i<=step)
{
    putpixel(x,y,5);
    x=x+dx;
    y=y+dy;
    i=i+1;
    delay(100);
}

closegraph();
}
```

Output

