

```

35 glEnd();
36 }
37
38
39 glFlush();
40 }
41
42 void init(void)
43 {
44     glClearColor(0.7,0.7,0.7,0.7);
45     glMatrixMode(GL_PROJECTION);
46     glLoadIdentity();
47     gluOrtho2D(-100,100,-100,100);
48 }
49
50 int main(int argc, char** argv) {
51     printf("Enter the value of x1 : ");
52     scanf("%f",&x1);
53     printf("Enter the value of y1 : ");
54     scanf("%f",&y1);
55     printf("Enter the value of x2 : ");
56     scanf("%f",&x2);
57     printf("Enter the value of y2 : ");
58     scanf("%f",&y2);
59
60     glutInit(&argc, argv);
61     glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
62     glutInitWindowSize (500, 500);
63     glutInitWindowPosition (100,100);
64     glutCreateWindow ("DDA Line Algo");
65     init();
66     glutDisplayFunc(display);
67     glutMainLoop();
68
69     return 0;
70 }
71

```

"C:\Users\PAVANI\OneDrive\Desktop\Graphics and animations\startopengl\bin\Debug\startopengl.exe"

Enter the value of x1 : 50
Enter the value of y1 : 60
Enter the value of x2 : 10
Enter the value of y2 : 6

DDA Line Algo

