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[■] PROGRAM9.C 1=[■]

```
#include<stdlib.h>
#include<math.h>
#include<graphics.h>
#include<dos.h>

typedef struct coordinate
{
    int x,y;
    char code[4];
}PT;

void drawwindow();
void drawline(PT p1,PT p2);
PT setcode(PT p);
int visibility(PT p1,PT p2);
PT resetendpt(PT p1,PT p2);

void main()
{
    int gd=DETECT,v,gm;
    PT p1,p2,p3,p4,ptemp;
```

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```
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[■] PROGRAM9.C 1=[+]
```

```
int visibility(PT p1,PT p2);
PT resetendpt(PT p1,PT p2);

void main()
{
    int gd=DETECT,v,gm;
    PT p1,p2,p3,p4,ptemp;

    printf("\nEnter x1 and y1\n");
    scanf("%d %d",&p1.x,&p1.y);
    printf("\nEnter x2 and y2\n");
    scanf("%d %d",&p2.x,&p2.y);

    initgraph(&gd,&gm,"c:\\turbo\\c3\\bg1");
    drawwindow();
    delay(500);

    drawline(p1,p2);
    delay(500);
    cleardevice();
}
```

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```
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PROGRAM9.C
printf("\nEnter x1 and y1\n");
scanf("%d %d",&p1.x,&p1.y);
printf("\nEnter x2 and y2\n");
scanf("%d %d",&p2.x,&p2.y);

initgraph(&gd,&gm,"c:\\turbo3\\bg1");
drawwindow();
delay(500);

drawline(p1,p2);
delay(500);
cleardevice();

delay(500);
p1=setcode(p1);
p2=setcode(p2);
v=visibility(p1,p2);
delay(500);

switch(v)
{
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```

