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

int x[4]={200,100,200,250};
int y[4]={200,150,75,100};

void bezier ()
{
int i;
double t,xt,yt;
for (t = 0.0; t < 1.0; t += 0.0005)
{
xt =
pow(1-t,3)*x[0]+3*t*pow(1-t,2)*x[1]+3*pow(t,2)*(1-t)*x[2
]+pow(t,3)*x[3];
yt =
pow(1-t,3)*y[0]+3*t*pow(1-t,2)*y[1]+3*pow(t,2)*(1-t)*y[2
]+pow(t,3)*y[3];
putpixel (xt, yt,WHITE);
}

for (i=0; i<4; i++)
 putpixel (x[i], y[i], YELLOW);
getch();
closegraph();
}

void main()
{
int gd = DETECT, gm;
initgraph (&gd, &gm, "..\\bgi");
bezier ();
}
```