Experiment No 3

Source code:

```
#include<conio.h>
#include<stdio.h>
#include<graphics.h>
#include<dos.h>
void
bresenham(float,float,float,float);
void main()
{
int gd=DETECT,gm;
float x1,x2,y1,y2;
clrscr();
initgraph(&gd,&gm,"C:\\TurboC3\\
BGI");
printf("enter the values of x1 y1 x2
y2\n");
scanf("%f%f%f%f",&x1,&x2,&y1,
&y2);
bresenham(x1,y1,x2,y2);
getch();
closegraph();
}
void bresenham(float x1,float
x2,float y1,float y2)
{
float x,y,dx,dy;
int p;
x=x1;
y=y1;
dx=x2-x1;
dy=y2-y1;
p=2*(dy)-dx;
while(x<=x2)
{
putpixel(x,y,CYAN);
x++;
if(p<0)
p=p+2*(dy);
else
{
y++;
p=p+2*(dy)-2*(dx);
}
}
}
```

Output: