Experiment No 2

Source code:

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<math.h>
#include<dos.h>
void DDA(float x1,float x2,float
y1,float y2);
void main()
{
int gd=DETECT,gm;
float x1,x2,y1,y2;
clrscr();
initgraph(&gd,&gm,"C:\\TurboC3\\
BGI");
printf("enter the starting coordinates
: \n");
scanf("%f %f",&x1,&y1);
printf("enter the end coordinates :
\n");
scanf("%f %f",&x2,&y2);
DDA(x1,x2,y1,y2);
getch();

closegraph();
}
void DDA(float x1,float x2,float
y1,float y2)
{
float dx,dy,xinc,yinc,steps;
int i;
dx=x2-x1;
dy=y2-y1;
if(abs(dx)>abs(dy))
steps=abs(dx);
else
steps=abs(dy);
xinc=dx/steps;
yinc=dy/steps;
for(i=1;i<=steps;i++)
    {
    putpixel(x1,y1,CYAN);
    x1=x1+xinc;
    y1=y1+yinc;
    }
}
```

Output: