#include <iostream.h>

#include <graphics.h>

#include <conio.h>

void main()

{

int gd = DETECT, gm, errorcode;

int x,y,x1,x2,y1,y2,dx,dy;

int e;

initgraph(&gd, &gm, "c:\\turboc3\\bgi");

cout<<"Enter the First Point : ";

cin>>x1>>y1;

cout<<"Enter the Second Point : ";

cin>>x2>>y2;

dx = x2 - x1;

dy = y2 - y1;

e = (2\*dy) - dx;

x = x1;

y = y1;

for(int i = 0; i < dx;i++)

{

putpixel(x,y,13);

while(e >= 0)

{

y = y + 1;

e = e - (2 \* dx);

}

x = x + 1;

e = e + (2 \* dy);

}

getch();

closegraph();

}