Source code:

```c
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<dos.h>
void bresenham(int X0,int Y0,int X1,int Y1)
{
int X= X0;
int Y= Y0;
int dx=X1-X0;
int dy= Y1-Y0;
int P= 2*dy-dx;
while(X<=X1)
    {
    if(P<0)
        {
        putpixel(X,Y,RED);
        P= P+2*dy;
        delay(100);
        }
        else
        {
        putpixel(X,Y,GREEN);
```

```c
                P= P+2*dy-2*dx;

        Y++;

        delay(100);

            }

    X++;

    }

 }


int main()

{

int gdriver= DETECT, gnode, error;


initgraph(&gdriver, &gnode,"C:\\TURBOC3\\BGI");

int X0, X1, Y0, Y1;

printf("Enter the First Coordinates : ");

scanf("%d %d", &X0, &Y0);

printf("Enter the second Coordinates : ");

scanf("%d %d",&X1,&Y1);

bresenham(X0,Y0,X1,Y1);

getch();

return 0;

}
```

Output:

Enter the First Coordinates : 100 100
Enter the second Coordinates : 200 200