Code:

```c
1  #include <stdio.h>
2  #include <conio.h>
3  #include <graphics.h>
4  int main()
5  {
6      int n, i, j, k, gd, gm, dy, dx;
7      int x, y, temp;
8      int a[20][2], xi[20];
9      float slope[20];
10     clrscr();
11     printf("Enter the no. of edges of polygon : ");
12     scanf("%d", &n);
13     printf("Enter the cordinates of polygon :\n ");
14     for (i = 0; i < n; i++)
15     {
16         printf("X%d Y%d : ", i, i);
17         scanf("%d%d", &a[i][0], &a[i][1]);
18     }
19     a[n][0] = a[0][0];
20     a[n][1] = a[0][1];
21     detectgraph(&gd, &gm);
22     initgraph(&gd, &gm, "C:\\TurboC3\\BGI");
23     /*- draw polygon -*/
24     for (i = 0; i < n; i++)
25     {
26         line(a[i][0], a[i][1], a[i + 1][0], a[i + 1][1]);
27     }
28     getch();
29     for (i = 0; i < n; i++)
30     {
31         dy = a[i + 1][1] - a[i][1];
32         dx = a[i + 1][0] - a[i][0];
33         if (dy == 0)
34             slope[i] = 1.0;
35         if (dx == 0)
36             slope[i] = 0.0;
37         if ((dy != 0) && (dx != 0)) /*- calculate inverse slope -*/
38         {
39             slope[i] = (float)dx / dy;
40         }
41     }
42     for (y = 0; y < 480; y++)
43     {
44         k = 0;
45         for (i = 0; i < n; i++)
46         {
47             if (((a[i][1] <= y) && (a[i + 1][1] > y)) ||
48                 ((a[i][1] > y) && (a[i + 1][1] <= y)))
49             {
50                 xi[k] = (int)(a[i][0] + slope[i] * (y - a[i][1]));
51                 k++;
52             }
53         }
54         for (j = 0; j < k - 1; j++) /*- Arrange x-intersections in order -*/
55             for (i = 0; i < k - 1; i++)
56             {
57                 if (xi[i] > xi[i + 1])
58                 {
59                     temp = xi[i];
60                     xi[i] = xi[i + 1];
```

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                         xi[i + 1] = temp;
                    }
                }
        setcolor(9);
        for (i = 0; i < k; i += 2)
        {
            line(xi[i], y, xi[i + 1] + 1, y);
        }
    }
    getch();
    closegraph();
    return 0;
}
```