Code:

```c
#include <stdio.h>
#include <conio.h>
#include <graphics.h>
#define CONTROL_POINTS 4
struct Point
{
    int x, y;
};

// A cubic Bezier curve implementation
double bezierCurve(int cPoints[], double t)
{
    double t2 = t * t;
    double t3 = t2 * t;
    double mt = 1 - t;
    double mt2 = mt * mt;
    double mt3 = mt2 * mt;
    int i;
    return cPoints[0] * mt3 + 3 * cPoints[1] * mt2 * t + 3 * cPoints[2] * mt * t2 + cPoints[3] * t3;
}
int main()
{
    int gd = DETECT, gm;
    int i;
    struct Point drawPoint;
    double t = 0.0;
    double increment = 0.001;
    int cPointsX[CONTROL_POINTS];
    int cPointsY[CONTROL_POINTS];
    initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");
    for(i = 0; i < 4; i++)
    {
        printf("Enter the coordinate for the control point %d", i + 1);
        scanf("%d%d", &cPointsX[i], &cPointsY[i]);
    }
    cleardevice();
    for(t = 0.0; t < 1.0; t += increment)
    {
        drawPoint.x = (int) bezierCurve(cPointsX, t);
        drawPoint.y = (int) bezierCurve(cPointsY, t);
        putpixel(drawPoint.x, drawPoint.y, WHITE);
    }
    getch();
    closegraph();
    return 0;
}
```