**Aim:** To implement Bresenham’s algorithms for drawing a line segment between two given end points.

**Objective:**

Draw a line using Bresenham's line algorithm that determines the points of an n-dimensional raster that should be selected to form a close approximation to a straight line between two points

**Theory:**

In Bresenham’s line algorithm pixel positions along the line path are obtained by determining the pixels i.e. nearer the line path at each step.

**Algorithm –**

**{**

**x=x1;**

**y=y1;**

**dx=x2-x1;**

**dy=y2-y1;**

**p=2dy-dx;**

**while(x<=x2)**

**{**

**putpixel(x,y,RED);**

**x++;**

**if(p<0)**

**{**

**p=p+2dy;**

**}**

**else**

**{**

**p=p+2dy-2dx;**

**y++;**

**}**

**}**

**Program -**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<math.h>

void main()

{

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

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");

clrscr();

printf("Enter x1,y1:");

scanf("%d%d",&x1,&y1);

printf("Enter x2,y2:");

scanf("%d%d",&x2,y2);

x=x1;

y=y1;

dx=x2-x1;

dy=y2-y1;

p=2\*dy-dx;

while(x<=x2)

{

putpixel(x,y,BLUE);

x++;

if(p<0)

{

p=p+2\*dy;

}

else

{

p=p+2\*dy-2\*dx;

y++;

}

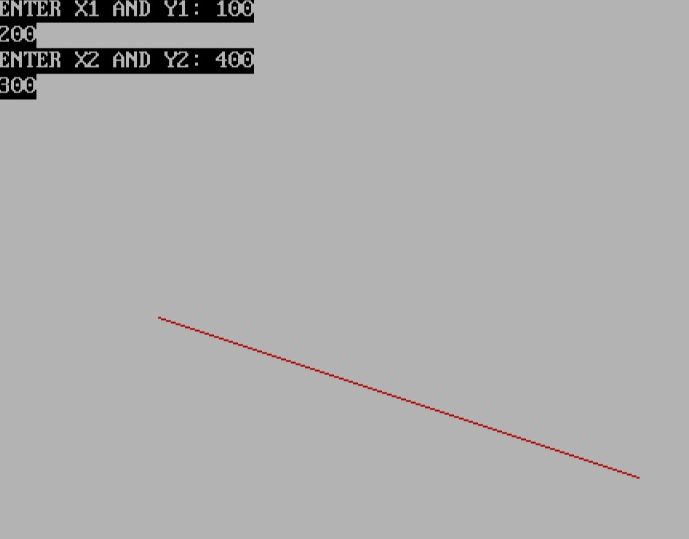
}

getch();

closegraph();

}

**Output –**

****

**Conclusion:** Comment on -

1. Pixel :-In computer graphics, the display or screen is composed

of a grid of individual picture elements, commonly known as

pixels. Each pixel can be independently controlled to display a

specific color, creating the overall image.

2. Equation for line:- ((y - y1) = m(x - x1)) or (y = mx + b)

3. Need of line drawing algorithm:-Line drawing algorithms are

essential in computer graphics to render lines between specified

points. Without a line drawing algorithm, displaying a straight

line on a pixel grid would require individually setting each pixel

position along the line, which is impractical and inefficient. The

DDA algorithm provides a simple and efficient way to

approximate lines on the pixel grid.

4. Slow or fast :-The DDA algorithm is relatively fast and suitable for

real-time rendering on most systems.