```c
#include<graphics.h>
#include<stdio.h>
#include<conio.h>
int main()
{
        int x,y,x1,y1,x2,y2,p,dx,dy;
        int gd=DETECT,gm=0;
        initgraph(&gd,&gm, "");
        printf("\n Enter x1 cordinate: ");
        scanf("%d",&x1);
        printf("\n Enter y1 cordinate: ");
        scanf("%d",&y1);
        printf("\n Enter x2 cordinate: ");
        scanf("%d",&x2);
        printf("\n Enter y2 cordinate: ");
        scanf("%d",&y2);

        x=x1;
        y=y1;
        dx=x2-x1;
        dy=y2-y1;

        putpixel (x,y, RED);
        p = (2 * dy-dx);

        while(x <= x2)
        {
                if(p<0)
                {
                        x = x+1;
                        p = p + 2*dy;
                }
                else
                {
                        x = x + 1;
                        y = y + 1;
                        p = p + (2 * dy) - (2 * dx);

                }
                putpixel (x,y, RED);

        }

        getch();
        closegraph();
}
```

Enter x1 cordinate: 100

Enter y1 cordinate: 140

Enter x2 cordinate: 230

Enter y2 cordinate: 300