#include <GL/glut.h>

#include <stdlib.h>

#include <stdio.h>

float x1, x2, y4, y2;

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

float x, y, x\_inc, y\_inc;

float dx = 0, dy = 0;

float steps = 0;

dx = x2 - x1;

dy = y2 - y4;

if (abs(dx) > abs(dy))

steps = dx;

else

steps = dy;

x\_inc = dx / (float)steps;

y\_inc = dy / (float)steps;

x = x1;

y = y4;

glBegin(GL\_POINTS);

glVertex2i(x, y);

glEnd();

for (int i = 0; i < steps; i++)

{

x += x\_inc;

y += y\_inc;

glBegin(GL\_POINTS);

glVertex2i(x, y);

glEnd();

}

glFlush();

}

void myInit()

{

glClearColor(0.0, 0.0, 0.0, 1.0);

glColor3f(0.0, 1.0, 0.0);

glPointSize(1.0);

gluOrtho2D(-100, 100, -100, 100);

}

int main(int argc, char \*\*argv)

{

printf("\n enter x1 : ");

scanf("%f", &x1);

printf("\n enter y1 : ");

scanf("%f", &y4);

printf("\n enter x2 : ");

scanf("%f", &x2);

printf("\n enter y2 : ");

scanf("%f", &y2);

glutInit(&argc, argv);

glutInitWindowSize(1366, 768);

glutInitWindowPosition(0, 0);

glutCreateWindow("dda glut");

myInit();

glutDisplayFunc(display);

glutMainLoop();

return 0;

}