NAME :- HARSH BALYAN

Subject: - Computer Graphic

Course: - BCA (6+h)

Date: - 16/66/2021

Roll NO :- 51

Tank

University Roll NO: - 1121056

Section: - A

Duestion -1

DDA Algorithm

Step 1: Start Algorithm

Step2: Declare x1, y1, x2, y2, dx, dy, x, y as integer

variables

Step 3: Enter value of X1, Y1, X2, Y2.

Step4: Calculate $dx = x_2 - x_1$

Step 5: Calculate dy = 82-41

Step 6: if ABS (dx) > ABS(dy)

Then step = abs(dx)

else

step7: xinc = dx/step

Sinc = dy/step

assign x= x1

assign 4=41

Step8: Set pixel (20/8)

```
Set pixele ( Round (20), Round (8))
```

Step 10: Repeat step 9 until X=JC2

Step 11: End Algorithm

```
DOA Program
```

```
# include < graphics. h>
# include < conio.h>
# include < Stdio. h>
void main ()
5
   int 8d = DETECT, gm, i;
   float x, y, dx, dy, steps;
   int x01x1180, 81;
   initgraph (Rgd, 2gm,"");
   Sexbox (WHITE);
  200= 1001 A0= 200, X1= 200, A1= 300;
   qx = (floot)(x1-x0);
   dy = (float) (y1-y0);
   ( bb = (xb) zi
        Steps = dx;
    3
```

Warsh

```
elde
    Steps = dy /
da= dx/steps;
dy = dy / Steps;
x = x_0
1 = 40;
(=1;
while (i<= Steps)
3
  Putpixelo (X, Y, RED);
  3C + = dx;
   7 + = 9 8 ×
  i= i+1;
  'Setch();
  asegraph ();
```

