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Subject - Computer Graphics practical

Papercode - PBC - 602.

code

Q1. #include <stdio.h>

#include <graphics.h>

int main()

{

int gd = DETECT, gm, x0, y0, x1, y1, dx, dy, p, n, y;

printf("Co-ordinates of first point:");

printf("\n Enter the value of x1:");

scanf("%d", &x0);

printf("Enter the value of y1:");

scanf("%d", &y0);

printf("Co-ordinates of second point:");

printf("\n Enter the value of x2:");

scanf("%d", &x1);

printf("Enter the value of y2:");

scanf("%d", &y1);

initgraph(&gd, &gm, "");

dx = x1 - x0

dy = y1 - y0;

n = x0;

y = y0;

p = 2 * dy - dx;

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```
while (n < n1)
```

```
{
```

```
if (p >= 0)
```

```
{
```

```
Putpixel(n, y, 4);
```

```
Printf("enter the value of y2: ");
```

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

```
initgraph(&gd, &gm, "");
```

```
dn = n1 - n0;
```

```
dy = y1 - y0;
```

```
n = n0;
```

```
y = y0;
```

```
p = 2 * dy - dn;
```

```
while (n < n1)
```

```
{
```

```
if (p >= 0)
```

```
{
```

```
Putpixel(n, y, 4);
```

```
y = y + 1;
```

```
p = p + 2 * dy - 2 * dn;
```

```
}
```

```
else
```

```
{
```

```
Putpixel(n, y, 4);
```

```
p = p + 2 * dy;
```

}

$n = n + 1;$

}

getch();

return 0;

}