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~~Class~~

Sec → c

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Sub → Computer Graphics

Q → 1 → Ans →

```c
# include <stdio.h>
# include <graphics.h>
int main()
{
int rou (float num)
{
  return num<0? num-0.5: num+0.5;
}
int x1 = 100, x2 = 300, y1 = 100, y2 = 200;
int gd = DETECT, gm;
float pk, pkk, x, y, step;
int dx = x2 - x1;
int dy = y2 - y1;
 PK = 2* dy - dy;
if (dx > dy)
 step = dx;
else
step = dy;
```

```
initgraph (&gd ,& gm," ");
outtextxy (x1,y1,"A");
outtextxy (x2,y2. "B");
putpixel (x1,y1, white);

x = x1, y = y1;
while (step>0)
   {
   if ( pk<0)
   {
      pkk = pk + 2*dy;
   }
   else
   {
   pkk = pk + 2*dy - 2*dy;
   y++;
   }
   putpixel (rou (x), rou (y) , white);
   x++;
   step --;
   }
   getch ();
   return 0;
   }
```