Practical 2

Task 1 : Write a program to draw a line using DDA-Line Drawing algorithm and
"Graphics.h".

Source Code:

```
#include<graphics.h>
#include<stdio.h>
int main()
{
  int gd = DETECT,gm;
  int xa,ya,xb,yb;
  float xi,yi,steps;
  printf("Enter the starting point");
  scanf("%d %d",&xa,&ya);
  printf("Enter the ending point");
  scanf("%d %d",&xb,&yb);
  initgraph(&gd,&gm,NULL);

  int dx = xb-xa;
  int dy = yb-ya;
  if(dy<dx)
    {
       steps=dx;
    }
  else
  {
    steps=dy;
  }
  xi=(float)dx/steps;
  yi=(float)dy/steps;
  float x=xa,y=ya;
  int k=0;
  while(k<steps){
    x+=xi;y+=yi;
    putpixel(x,y,WHITE);
    k++;
  }
  delay(5000);
  closegraph();
  return 0;}
```

Output:

```
adnrs96@aditya-hp-envy-15-notebook-pc:/media/adnrs96/Local Disk/Local Disk(G)/CG
$ ./a.out
Enter the starting point20
30
Enter the ending point70
90
```


SDL-libgraph -- Graphics on GNU/Linux