**Write a program to implement DDA’s line drawing algorithm.**

#include<iostream>

#include<graphics.h>

#include<conio.h>

using namespace std;

void drawline(int x0, int y0, int x1, int y1)

{

float dx = x1-x0;

float dy = y1-y0;

float m=dy/dx;

int i;

if(m>1)

i=dx;

else

i=dy;

float xk = dx/i;

float yk = dy/i;

float x = x0;

float y = y0;

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

{

putpixel (x,y,RED);

cout<<"(x,y) = ("<<abs(x)<<","<<y<<")"<<endl;

x += xk;

y += yk;

}

}

int main()

{

initwindow(800,800);

int x0,x1,y0,y1;

cout<<"Enter the value of x0 and y0 :"<<endl;

cin>>x0>>y0;

cout<<"Enter the value of x1 and y1 :"<<endl;

cin>>x1>>y1;

drawline(x0,y0,x1,y1);

getch();

closegraph();

return 0;

}

**OUTPUT:**

