

```

#include<graphics.h>
#include<stdio.h>
#include<math.h>
#include<dos.h>
#include<conio.h>

int main()
{
    initwindow(400,300,"Draw a Line");
    int x, y, x1, y1, x2, y2, dx, dy, xend;
    float m, b;
    //input the point
    printf("Enter the value of x1 & y1: ");
    scanf("%d %d", &x1,&y1);

    printf("Enter the value of x2 & y2: ");
    scanf("%d %d", &x2,&y2);

    //calculate dx & dy
    dx = (x2-x1);
    dy = (y2-y1);

    m = dy/dx;
    b = y1-(m*x1);
    if(dx<0)
    {
        x = x2;
        y = y2;
        xend = x1;
    }
    else
    {
        x = x1;
        y = y1;
        xend = x2;
    }
    int i = 1;
    for(i=x; x<=xend; i++)
    {
        putpixel(x, y, 5);
        x = x+1;
        y = m*x + b;
    }
}

```

```
while(!kbhit())
{
    delay(200);
}

getch();
return 0;
}
```