ST. XAVIER’S COLLEGE

**(Affiliated to Tribhuvan University)**

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**Computer Graphics**

**Lab Assignment#3**

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**DDA**

**Source code:**

//---------------------------------------------------------------------------

#include <vcl\vcl.h>

#pragma hdrstop

#include "Unit1.h"

//---------------------------------------------------------------------------

#pragma resource "\*.dfm"

TForm1 \*Form1;

int x1,y1,x2,y2,dx,dy,n,x,y,i;

float inx,iny;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

x1=StrToInt(Edit1->Text);

y1=StrToInt(Edit2->Text);

x2=StrToInt(Edit3->Text);

y2=StrToInt(Edit4->Text);

dx=x2-x1;

dy=y2-y1;

if(abs(dx)>abs(dy))

n=abs(dx);

else

n=abs(dy);

inx=dx/n;

iny=dy/n;

x=x1;

y=y1;

Image1->Canvas->Pixels[x][y]=RGB(100,50,100);

for(i=1;i<=n;i++)

{

x=x+inx;

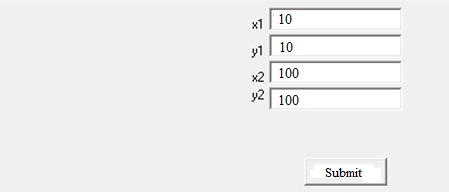
y=y+iny;

Image1->Canvas->Pixels[x][y]=RGB(100,50,100);

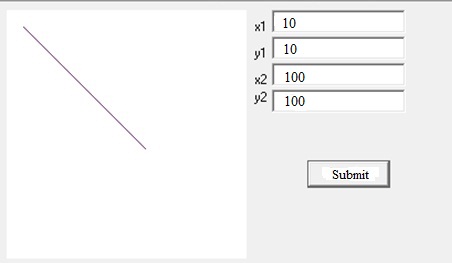
}

}

//---------------------------------------------------------------------------

****

**Output:**

****

**Conclusion:**

Therefore, the DDA line algorithm was implemented as shown.