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Q1) DDA Line Algorithm

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int i;

int gd=DETECT,gm;

float steps,x1,y1,x2,y2,x,y,dy,dx,Xinc,Yinc;

clrscr();

initgraph(&gd,&gm,"C://TC//bgi");

printf("Enter the two end points: \n");

scanf("%f %f %f %f",&x1,&y1,&x2,&y2);

dx=x2-x1;

dy-y2-y1;

if(dx<dy)

{

steps=dy;

else

steps=dx;

x=x1;

y=y1;

Xinc=dx/steps;

Yinc=dy/steps;

putpixel(x,y,4);

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

{

x=x+Xinc;

y=y+Yinc;

putpixel(x,y,4);

}

getch();

}

