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Q2:Bresanham’s Algorithm(m<1)

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int i;

int gd=DETECT,gm;

float x1,y1,x2,y2,x,y,dx,dy,p;

initgraph(&gd,&gm,"C:\\tc\\bgi");

clrscr();

printf("Enter line point:");

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

dx=x2-x1;

dy=y2-y1;

p=2\*dy-dx;

x=x1;

y=y1;

putpixel(x,y,4);

if(dy<dx){

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

{

if(p<0){

x++;

p=p+(2\*dy);

}

else

{

x++;

y++;

p=p+2\*dy-2\*dx;

}

putpixel(x,y,4);

}

}

getch();

}

