Q3:Bresanham’s Line Algorithm(|m|>=1)

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

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

int k;

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

printf("Enter 2 end points:");

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(dx<dy)

{

for(k=0;k<dy;k++)

{

if(p<0)

{

p=p+2\*dx;

y++;

}

else

{

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

x++;

y++;

}

putpixel(x,y,4);

}

}

getch();

}

