# BRESENHAM'S LINE DRAWING ALGORITHM

# NAME: - Mukul Dev

# REG NO.:-13BIT0269

# PROGRAM

#include<iostream>

#include<conio.h>

#include<graphics.h>

using namespace std;

int main()

{

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

int gd,gm;

cout<<"Enter the x coordinates of first point:\n";

cin>>x1;

cout<<"Enter the y coordinates of first point:\n";

cin>>y1;

cout<<"Enter the x coordinates of second point:\n";

cin>>x2;

cout<<"Enter the y coordinates of second point:\n";

cin>>y1;

dx=(x2-x1);

dy=(y2-y1);

p=2\*dy-dx;

x=x1;

y=y1;

initwindow(400, 300);

putpixel(x,y,CYAN);

while(x<=x2)

{

if(p<0)

{

x=x+1;

y=y;

p=p+2\*(dy);

}

else

{

x=x+1;

y=y+1;

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

}

putpixel(x,y,YELLOW);

}

getch();

return 0;}

# OUTPUT

