# DDA LINE DRAWING ALGORITHM

# NAME- Mukul Dev

# REG NO- 13BIT0269

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# PROGRAM

#include<iostream>

#include<graphics.h>

using namespace std;

int main()

{

float xa,xb,ya,yb,dx,dy,len;

float xinc,yinc;

cout<<" \nenter the value of x1 : ";

cin>>xa;

cout<<" \nenter the value of y1 : ";

cin>>ya;

cout<<" \nenter the value of x2 : ";

cin>>xb;

cout<<" \nenter the value of y2 : ";

cin>>yb;

dx=xb-xa;

dy=yb-ya;

if(dx>dy)

{

len =dx;

}

else

{

len= dy;

}

xinc=dx/len;

yinc=dy/len;

int x,y;

x=xa;

y=ya;

float a,b;

initwindow(400,400);

putpixel(xa,ya,8);

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

{

a=x+xinc;

b=y+yinc;

x=(int)a;

y=(int)b;

putpixel(x,y,8);

}

while(!kbhit())

{

delay(200);

}

getch();

return 0;

}

# Output screen:

