#include <stdio.h>  
#include <math.h>  
#include<stdlib.h>

#define baseaddress (char \*) 0x00700000

#define start\_p (char \*) 0x0070000C

#define end\_p (char \*) 0x00700010

#define color\_add (char \*) 0x00700014

#define go\_add (char \*) 0x00700008

void draw(int x0, int y0, int x1, int y1, int color) {

\*start\_p = y0 \* 0b1000000000 + x0;

\*end\_p = y1 \* 0b1000000000 + x1;

\*color\_add = color;

\*go\_add = 0b1;

return;

}

void wait( ) { // for a 50MHZ clock, this will run for 0.033 sec

for (int i = 0; i < 1666667; i++) { }

// delay(33); // 1000 for 1 sec

return;

}

void main ( ) {

while (1) {

int x0 = 10;

int y = 150;

int x1 = 110;

Int color = 7;

// this is for a line from (x0, y) to (x1, y) with color (7);

for (int i = y; i > 0; i--) {

draw(x0, i, x1, i, color);

wait();

draw(x0, i, x1, i, 0);

}

}

return 0;

}