**/\* Program No. :**

**Aim : WAP for 2D line drawing as raster graphics display using DDA line drawing algorithm.**

**\*/**

#include <graphics.h>

#include <stdlib.h>

#include <math.h>

#include <stdio.h>

#include <conio.h>

void line(int x0,int y0,int x1,int y1,int value)

{

int x,dy=y1-y0,dx=x1-x0,m=dy/dx,y=y0;

for(x=x0;x<=x1;x++)

{

putpixel(x,abs(y),value);

y+=m;

}

}

void main()

{

clrscr();

int x0,x1,y0,y1;

int gdriver = DETECT, gmode, errorcode;

initgraph(&gdriver, &gmode, "C:\\TC\\BGI");

errorcode = graphresult();

if (errorcode != grOk)

{

printf("Graphics error: %s\n", grapherrormsg(errorcode));

printf("Press any key to exit.");

getch();

exit(1);

}

printf("\nEnter the starting point, x : ");

scanf("%d",&x0);

printf("\nEnter the starting point, y : ");

scanf("%d",&y0);

printf("\nEnter the ending point, x : ");

scanf("%d",&x1);

printf("\nEnter the ending point, y : ");

scanf("%d",&y1);

clrscr();

line(x0,y0,x1,y1,100);

getch();

closegraph();

}

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