BRESENHAMS LINE DRAWING ALGORIĽHM

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

void main()

{

int gd=DEĽECĽ,gm;

int x1,y1,x2,y2,m,d1,d2,dy,dx,p;

píintf("Enteí the co-oídinates foí fiíst point"); scanf("%d %d",&x1,&y1);

píintf("Enteí the co-oídinates foí second point"); scanf("%d %d",&x2,&y2);

dx=x2-x1; dy=y2-y1; m=dy/dx; p=(2\*dy)-dx;

initgíaph(&gd,&gm,NULL); putpixel(x1,y1,15); while(x1<=x2)

{

if(p<0)

{ x1++;

y1=y1; putpixel(x1,y1,RED); p=p+(2\*dy);

}

else

{ x1++; y1++;

putpixel(x1,y1,RED); p=p+(2\*dy)-(2\*dx);

}

}

delay(500000); closegíaph();

}