SE CMPN A Roll no:30

/\*Program to implement DDA line drawing algorithm \*/

import java.util.\*;

import java.applet.Applet;

import java.awt.\*;

/\*<applet code="DDALine.class" width=600 height=600>

</applet>\*/

public class DDALine extends Applet

{

Scanner sc=new Scanner(System.in);

double x1,y1,x2,y2,dx,dy,x,y,i,l;

int f=0;

public void init()

{

System.out.println("Enter initial co-ordinate of line"+(f+1));

x1=sc.nextInt();

y1=sc.nextInt();

System.out.println("Enter end co-ordinate of line"+(f+1));

x2=sc.nextInt();

y2=sc.nextInt();

f++;

}

public void paint(Graphics g)

{

while(f<8)

{

dx=x2-x1;

dy=y2-y1;

if(dx>=dy)

{

l=dx;

}

else

{

l=dy;

}

dx=(dx/l);

dy=(dy/l);

x=x1+dx;

y=y1+dy;

i=1;

while(i!=l)

{

g.drawLine((int)x+50,(int)y+50,(int)x+50,(int)y+50);

x=x+dx;

y=y+dy;

i=i+1;

}

if(f<7)

init();

}

}

}

/\*

OUTPUT:-

D:\Flevia 30>javac DDALine.java

D:\Flevia 30>appletviewer DDALine.java

Enter initial co-ordinate of line1

10

20

Enter end co-ordinate of line1

150

20

Enter initial co-ordinate of line2

200

30

Enter end co-ordinate of line2

40

190

Enter initial co-ordinate of line3

200

30

Enter end co-ordinate of line3

360

190

Enter initial co-ordinate of line4

40

190

Enter end co-ordinate of line4

360

190

Enter initial co-ordinate of line5

40

80

Enter end co-ordinate of line5

200

240

Enter initial co-ordinate of line6

360

80

Enter end co-ordinate of line6

200

240

Enter initial co-ordinate of line7

40

80

Enter end co-ordinate of line7

360

80

