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COURSE- BCA

ROLL NO- 2092027

SUBJECT- Computer graphics lab

PRACTICLE-5

**OBJECTIVE-** TO IMPLEMENT THE Bresenham's Line Algorithm THOUGH GRAPHICS

**SYNTAX :-**

#include <iostream>

#include <graphics.h>

void bresenham(int x1, int y1, int x2, int y2) {

int dx = x2 - x1;

int dy = y2 - y1;

int p = 2 \* dy - dx;

int twoDy = 2 \* dy;

int twoDyMinusDx = 2 \* (dy - dx);

int x = x1;

int y = y1;

if (x1 > x2) {

x = x2;

y = y2;

x2 = x1;

} else {

x = x1;

y = y1;

}

putpixel(x, y, WHITE);

while (x < x2) {

x++;

if (p < 0) {

p += twoDy;

} else {

y++;

p += twoDyMinusDx;

}

putpixel(x, y, BLUE);

}

}

int main() {

int gd = DETECT, gm;

initgraph(&gd, &gm, "");

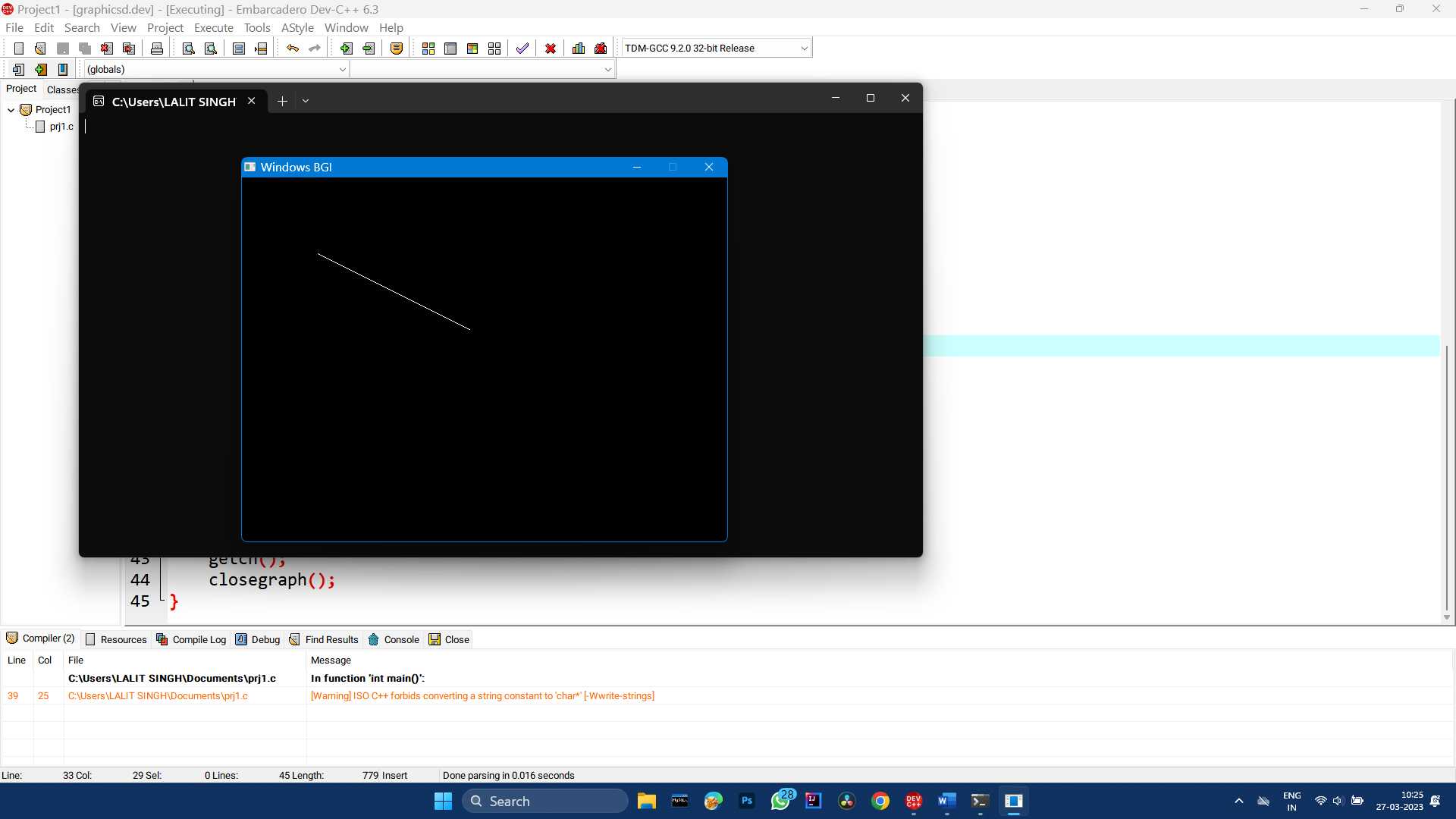
bresenham(100, 100, 300, 200);

getch();

closegraph();

}

**OUTPUT:**

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