**Practical-8**

Computer Graphics and Multimedia

1. Write a program to draw a line using DDA algorithm.

#include<graphics.h>

#include<conio.h>

#include<stdio.h>

void

main ()

{

int gd = DETECT, gm, i;

float x, y, dx, dy, steps;

int x0, x1, y0, y1;

initgraph (&gd, &gm, "C:\\TC\\BGI");

setbkcolor (WHITE);

x0 = 100, y0 = 200, x1 = 500, y1 = 300;

dx = (float) (x1 - x0);

dy = (float) (y1 - y0);

if (dx >= dy)

{

steps = dx;

}

else

{

steps = dy;

}

dx = dx / steps;

dy = dy / steps;

x = x0;

y = y0;

i = 1;

while (i <= steps)

{

putpixel (x, y, RED);

x += dx;

y += dy;

i = i + 1;

}

getch ();

closegraph ();

}

