**Practical-9**

Computer Graphics and Multimedia

1. Write a program to draw a line using bresenham’s algorithm.

#include<stdio.h>

#include<graphics.h>

void drawline(int x0, int y0, int x1, int y1)

{

int dx, dy, p, x, y;

dx=x1-x0;

dy=y1-y0;

x=x0;

y=y0;

p=2\*dy-dx;

while(x<x1)

{

if(p>=0)

{

putpixel(x,y,7);

y=y+1;

p=p+2\*dy-2\*dx;

}

else

{

putpixel(x,y,7);

p=p+2\*dy;}

x=x+1;

}

}

int main()

{

int gdriver=DETECT, gmode, error, x0, y0, x1, y1;

initgraph(&gdriver, &gmode, "c:\\tc\\bgi");

printf("Enter co-ordinates of first point: ");

scanf("%d%d", &x0, &y0);

printf("Enter co-ordinates of second point: ");

scanf("%d%d", &x1, &y1);

drawline(x0, y0, x1, y1);

return 0;

}

