```
#include<graphics.h>

#include<math.h>

#include<conio.h>

void main()

{

int x0,y0,x1,y1,i=0;

float delx,dely,len,x,y;

int gr=DETECT,gm;

initgraph(&gr,&gm,"C:\\TURBOC3\\BGI");

printf("\n****** DDA Line Drawing Algorithm ***********");

printf("\n Please enter the starting coordinate of x, y = ");

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

printf("\n Enter the final coordinate of x, y = ");

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

dely=abs(y1-y0);

delx=abs(x1-x0);


if(delx<dely)

{

len = dely;

}

else

{

len=delx;

}
```

```
delx=(x1-x0)/len;

dely=(y1-y0)/len;

x=x0+0.5;

y=y0+0.5;

do{

putpixel(x,y,3);

x=x+delx;

y=y+dely;

i++;

delay(30);

}while(i<=len);

getch();

closegraph();

}
```

Output: