```
#include<graphics.h>

#include<stdio.h>

void main()

{

int x,y,x1,y1,delx,dely,m,grtr_d,smlr_d,d;

int gm,gd=DETECT;

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

printf("******* BRESENHAM'S LINE DRAWING ALGORITHM *****\n\n");

printf("enter initial coordinate = ");

scanf("%d %d",&x,&y);

printf("enter final coordinate = ");

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

delx=x1-x;

dely=y1-y;

grtr_d=2*dely-2*delx;   // when d > 0

smlr_d=2*dely;          // when d< 0

d=(2*dely)-delx;


do{

putpixel(x,y,1);

if(d<0) {

d=smlr_d+d;

}

else

{
```

```
d=grtr_d+d;

y=y+1;

}

x=x+1;

}while(x<x1);

getch();

}
```

OUTPUT: