#include <stdio.h>

#include <conio.h>

#include <math.h>

#include <graphics.h>

void main(){

int gd=DETECT, gm;

float x,y,x1,y1,x2,y2,dx,dy,xinc,yinc;

int i,steps;

initgraph(&gd,&gm,"c:\\tc\\bgi");

printf("Enter two end points: ");

scanf("%f%f%f%f",&x1, &y1, &x2, &y2);

dx=x2-x1;

dy=y2-y1;

x=x1;

y=y1;

putpixel(x,y,4);

if(abs(dx)>abs(dy))

steps=abs(dx);

else

steps=abs(dy);

xinc=dx/steps;

yinc=dy/steps;

for(i=1;i<=steps;i++){

x=x+xinc;

y=y+yinc;

putpixel( x, y, 4);

}

getch();

}

