#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:\\turboc3\\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;

}