PRACTICAL NO: 3

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<math.h>

void main()

{

float x1,y1,x2,y2,dx,dy,pk,x,y,i;

int gd=DETECT,gm;

clrscr();

printf("enter starting co-ordinates:");

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

printf("enter ending co-ordinates:");

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

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

dx=abs(x2-x1);

dy=abs(y2-y1);

x=x1;

y=y1;

pk=2\*dy-dx;

i=1;

do

{

putpixel(x,y,4);

while(pk>=0)

{

y=y+1;

pk=pk-2\*dx;

}

x=x+1;

pk=pk+2\*dy;

i=i+1;

}

while(i<=dx);

getch();

closegraph();

}

