PRACTICAL NO:2

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<math.h>

void main()

{

float x1,y1,x2,y2,dx,dy,length,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",&x1,&y2);

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

dx=abs(x2-x1);

dy=abs(y2-y1);

if(dx>=dy)

{

length=dx;

}

dx=(x2-x1)/length;

dy=(y2-y1)/length;

x=x1+0.5;

y=y1+0.5;

i=1;

while(i<=length)

{

putpixel(x,y,4);

x=x+dx;

y=y+dy;

i=i+1;

}

getch();

closegraph();

}

