**Program—**

# include <stdio.h>  
# include <conio.h>  
# include <graphics.h>  
int main()  
{  
int dx,dy,x,y,p,x1,y1,x2,y2;  
int gd,gm;  
  
printf("\n\n\tEnter the co-ordinates of first point : ");  
scanf("%d %d",&x1,&y1);  
printf("\n\n\tEnter the co-ordinates of second point : ");  
scanf("%d %d",&x2,&y2);  
  
dx = (x2 - x1);  
dy = (y2 - y1);  
  
p = 2 \* (dy) - (dx);  
  
x = x1;  
y = y1;  
  
detectgraph(&gd,&gm);  
initgraph(&gd,&gm,"e:\\tc\\bgi");  
putpixel(x,y,WHITE);  
  
while(x <= x2)  
{  
if(p < 0)  
{  
x=x+1;  
y=y;  
p = p + 2 \* (dy);  
}  
else  
{  
x=x+1;  
y=y+1;  
p = p + 2 \* (dy - dx);  
}  
putpixel(x,y,WHITE);  
}  
getch();  
closegraph();

}

**Output—**

