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BSCS-5A

#131818

Lab 12 of Computer Graphics

**Code:**

**def** bresenham(x1,y1,x2,y2,n):  
 dx=x2-x1  
 dy=y2-y1  
 pk=(2\*dy)-dx  
 **for** a **in** range(n):  
 **if** pk<0:  
 **if** x1+1>x2:  
 print(**"the between point lies outside the given range of points, because of greater specified n value"**)  
 **return** print(x1+1,y1)  
 x1+=1  
 pk=pk+(2\*dy)  
 **else**:  
 **if** x1+1>x2 **or** y1+1>y2:  
 print(**"the between point lies outside the given range of points, because of greater specified n value"**)  
 **return** print(x1+1,y1+1)  
 x1+=1  
 y1+=1  
 pk=pk+((2\*dy)-(2\*dx))  
  
x1 = input(**"Enter x1: "**)  
x2 = input(**"Enter y1: "**)  
y1 = input(**"Enter x2: "**)  
y2 = input(**"Enter y2: "**)  
n = input(**"Enter number of points inside the range to display(n): "**)  
  
bresenham(int(x1),int(x2),int(y1),int(y2),int(n))  
  
  
  
**Screenshot:**

