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BRESENHA.CPP 1=

```
#include<iostream.h>
#include<graphics.h>
#include<math.h>
#include<dos.h>           //header files//
#include<conio.h>

void main(){

int x1,y1,x2,y2,dx,dy,p;   //functions for line generation//

int gd=DETECT,gm;

    initgraph(&gd,&gm,"C:\\\\TurboC3\\\\BGI");   //changing path//
    cout<<"enter the values of x1 , y1"<<endl;
    cin>>x1>>y1;
    cout<<"enter the values of x2 , y2"<<endl;   //inputs endpoints of the line//
    cin>>x2>>y2;

    dx=x2-x1;           //calculating dx and dy//

    dy=y2-y1;

    p=2*dy-dx;           //initial decision parameter//

    putpixel(x1,y1,9);

    for(int k=0;k<dx;k++)
    {
        if(p<0)           //calculating next pixel//
        {
            x1++;

            p=p+2*dy;

        }
        else
        {
            x1++;
            y1++;

            p=p+2*dy-2*dx;
        }

        putpixel(x1,y1,RED);

        delay(5);
    }

    getch();
    closegraph();
}
```

enter the values of x1 , y1

200

300

enter the values of x2 , y2

400

400

