

```
1  #include<stdio.h>//Nithin K Joy-180928
2  #include<conio.h>
3  #include<graphics.h>
4  void main(){
5      int x1,y1,x2,y2,dx,dy,length,i;
6      float x,y,xinc,yinc;
7      int gd=DETECT,gm;
8      initgraph(&gd,&gm,"c:\\turbo3\\bgi");
9      printf("Enter the starting coordinates");
10     scanf("%d%d",&x1,&y1);
11     printf("Enter the ending coordinates");
12     scanf("%d%d",&x2,&y2);
13     dx=x2-x1;
14     dy=y2-y1;
15     if(abs(dx)>abs(dy))
16     length=abs(dx);
17     else
18     length=abs(dy);
19     xinc=dx/(float)length;
20     yinc=dy/(float)length;
21     x=x1;y=y1;
22     putpixel(x,y,10);
23     for(i=0;i<length;i++){
24         putpixel(x,y,10);
25         x=x+xinc;
26         y=y+yinc;
27         delay(10);
28     }
29     getch();
30     closegraph();
31 }
```

Enter the starting coordinates100

100

Enter the ending coordinates400

400

