**EXP NO 1 : DDA ALGO**

#include<graphics.h>

#include<stdio.h>

#include<math.h>

#include<dos.h>

int main()

{

float x,y,x1,y1,x2,y2,dx,dy,step;

int i,gd=DETECT,gm;

//detectgraph(&gd,&gm);

initgraph(&gd,&gm,"");

printf("\nEnter the x-coordinate of the first point:");

scanf("%f",&x1);

printf("\nEnter the y-coordinate of the first point:");

scanf("%f",&y1);

printf("\nEnter the x-coordinate of the second point:");

scanf("%f",&x2);

printf("\nEnter the y-coordinate of the second point:");

scanf("%f",&y2);

dx=abs(x2-x1);

dy=abs(y2-y1);

if(dx>dy)

{

step=dx;

}

else

{

step=dy;

}

dx=dx/step;

dy=dy/step;

x=x1;

y=y1;

i=1;

while(i<=step)

{

putpixel(x,y,14);

x=x+dx;

y=y+dy;

i=i+1;

delay(100);

}

getch();

closegraph();

}