***EXPERIMENT NO.2 :- BRESANHAM’S ALGORITHNM***

#include<graphics.h>

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y,x1,y1,x2,y2,p,dx,dy;

int gd=DETECT,gm=0;

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

printf("\n Enter x1 cordinate: ");

scanf("%d",&x1);

printf("\n Enter y1 cordinate: ");

scanf("%d",&y1);

printf("\n Enter x2 cordinate: ");

scanf("%d",&x2);

printf("\n Enter y2 cordinate: ");

scanf("%d",&y2);

x=x1;

y=y1;

dx=x2-x1;

dy=y2-y1;

putpixel (x,y, RED);

p = (2 \* dy-dx);

while(x <= x2)

{

if(p<0)

{

x = x+1;

p = p + 2\*dy;

}

else

{

x = x + 1;

y = y + 1;

p = p + (2 \* dy) - (2 \* dx);

}

putpixel (x,y, RED);

}

getch();

closegraph();

}

Output:-

