```
#include<GL/glut.h>
#include<iostream>
#include<stdlib.h>
using namespace std;

int x1,x2,y1,y2;
void display (void)
{
	int dx,dy,e;
	float x,y;
	dx=x2-x1;
	dy=y2-y1;
	e = 2*dy - dx;
	x=x1;
	y=y1;

	glClear (GL_COLOR_BUFFER_BIT);

	glColor3f (0.0, 1.0, 0.0);
	glBegin(GL_POINTS);
	glVertex2i(x,y);

	int i;
	for(i=0;i<dx;i++)
	{
		if(e>0)
		{
			y = y+1;
			glVertex2i(x,y);
		}
		x = x+1;
		e=e+2*dy;
		glVertex2i(x,y);

	}

	glEnd();
	glFlush();
}

void init(void)
{
	glClearColor (0.0, 0.0, 0.0, 0.0);
	glMatrixMode(GL_PROJECTION);
	glLoadIdentity();
	glOrtho(-100.0, 100.0, -100.0, 100.0, -1.0, 1.0);
}

int main(int argc, char** argv)
{
	cout<<"Enter the value of x1,y1:";
	cin>>x1>>y1;
```

```
        cout<<"Enter the value of x2,y2:";
        cin>>x2>>y2;


        glutInit(&argc, argv);
        glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
        glutInitWindowSize (500, 500);
        glutInitWindowPosition (100, 100);
        glutCreateWindow ("Breshanman Line Algorithm ");
        init ();
        glutDisplayFunc(display);
        glutMainLoop();
        return 0;
}
```