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// Prameet Assignment
// Header file for DDA Algorithm
int abs(int n) {
  return ((n > 0) ? n : (n * (-1)));
}
void dda() {

  int i, x1, x2, y1, y2, dx, dy;
  int steps;
  float xinc, yinc, x, y;
  clrscr();
  printf("\nDDA Line Drawing Program\n");
  printf("Please enter the end points of the line\n");
  scanf("%d %d %d %d", & x1, & y1, & x2, & y2);
  dx = x2 - x1;
  dy = y2 - y1;
  steps = abs(dx) > abs(dy) ? abs(dx) : abs(dy);
  xinc = dx / (float) steps;
  yinc = dy / (float) steps;
  x = x1;
  y = y1;
  for (i = 0; i <= steps; i++) {
    putpixel(x, y, RED);
    x += xinc;
    y += yinc;
    delay(100);
  }
  getch();
}
```