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//Code By Prameet
// Header file for Bresenham line drawing algo
void bresenham() {
    int x1, x2, y1, y2;
    int dx, dy, p, x, y;
    clrscr();
    printf("\nBresenham Line Drawing Program\n");
    printf("Please enter the coordinates of the line\n");
    scanf("%d %d %d %d", & x1, & y1, & x2, & y2);
    dx = x2 - x1;
    dy = y2 - y1;
    x = x1;
    y = y1;
    p = 2 * dy - dx;
    while (x <= x2) {
        if (p >= 0) {
            putpixel(x, y, RED);
            y = y + 1;
            p = p + 2 * dy - 2 * dx;

        } else {
            putpixel(x, y, RED);
            p = p + 2 * dy;

        }
        x = x + 1;
    }

    getch();
    closegraph();
}

```