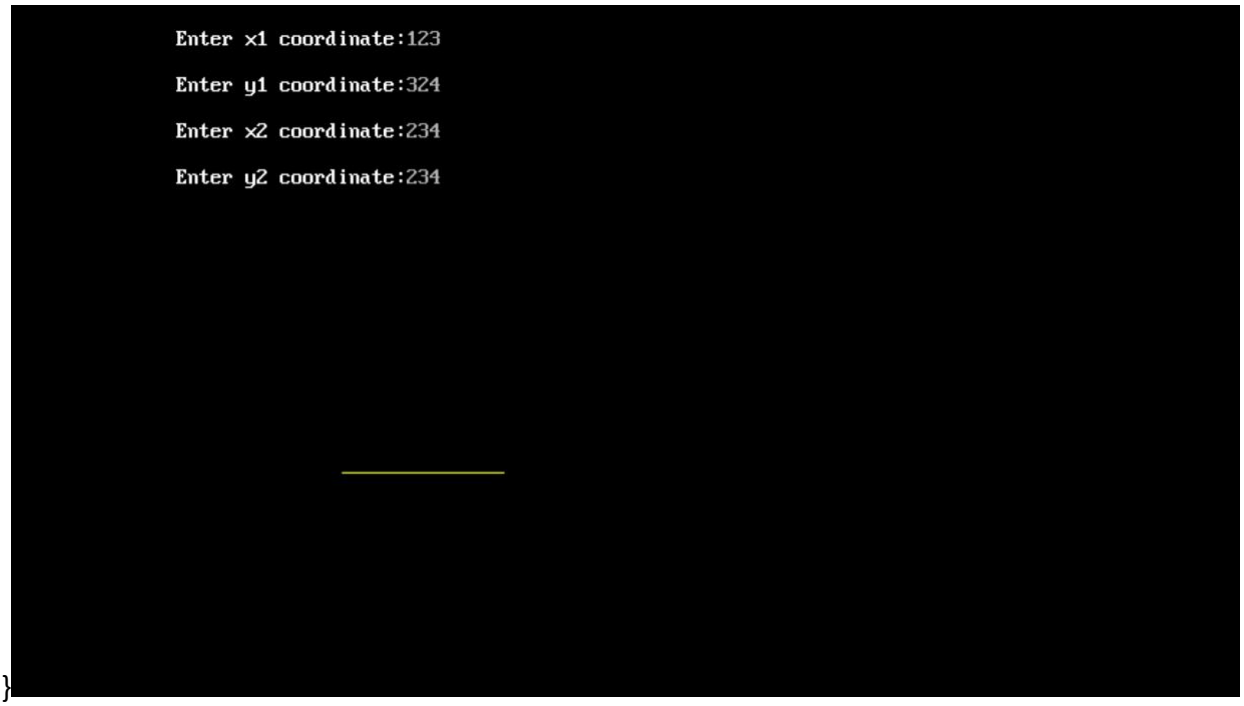
Implement Bresenham's Line Drawing algorithm

```
#include<graphics.h>
#include<stdio.h>
#include<conio.h>
#include<math.h>
#include<dos.h>
int main()
{
    float x,y,x1,y1,x2,y2,p,dx,dy;
    int gd=DETECT, gm=0;
    initgraph(&gd,&gm,"C:\\TurboC3\\BGI");
    printf("\n Enter x1 coordinate:");
    scanf("%f",&x1);
    printf("\n Enter y1 coordinate:");
    scanf("%f",&y1);
    printf("\n Enter x2 coordinate:");
    scanf("%f",&x2);
    printf("\n Enter y2 coordinate:");
    scanf("%f",&y2);

    x=x1;
    y=y1;
    dx=x2-x1;
    dy=y2-y1;
```

```
putpixel (x,y,YELLOW);
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,YELLOW);
  }
  getch();
  closegraph();
  return 0;
```


Enter x1 coordinate:123
Enter y1 coordinate:324
Enter x2 coordinate:234
Enter y2 coordinate:234

}