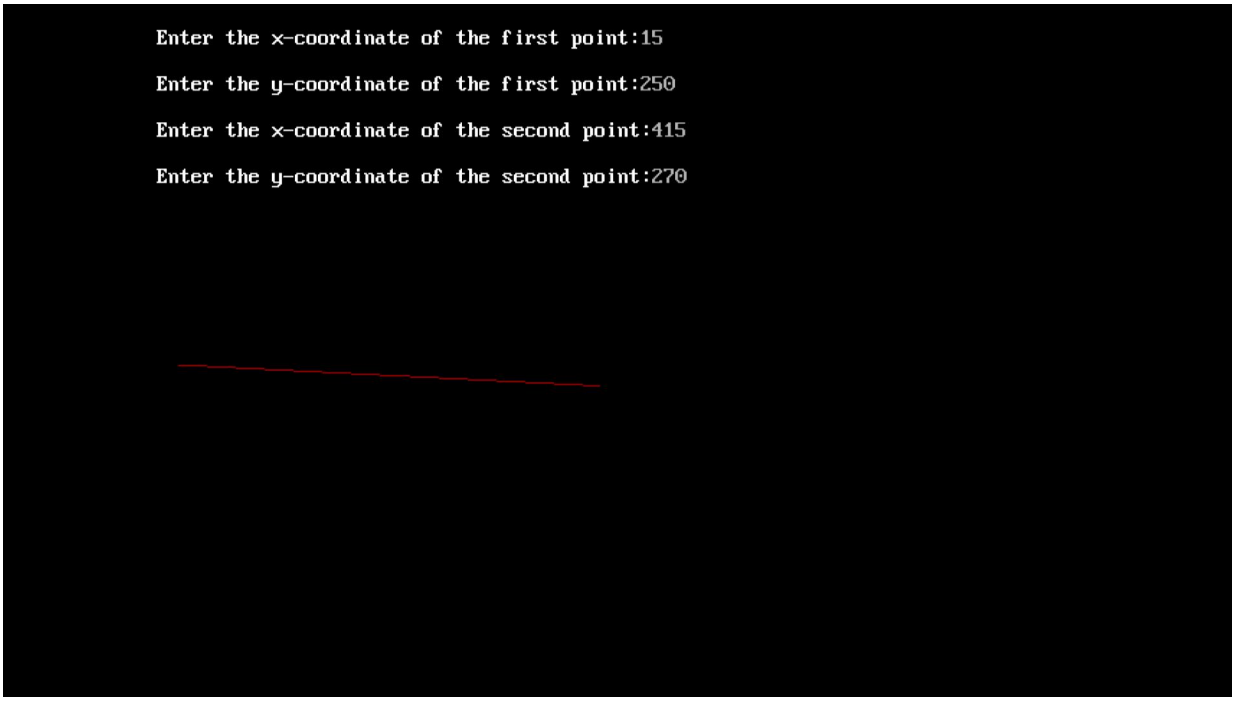
Implement DDA Line Drawing Algorithm

```
#include<graphics.h>
#include<stdio.h>
#include<math.h>
#include<dos.h>
int main()
{
    float x,y,x1,y1,x2,y2,dx,dy,step;
    int i,gd=DETECT,gm;
    initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
    printf("\nEnter the x-coordinate of the first point:");
    scanf("%f",&x1);
    printf("\nEnter the y-coordinate of the first point:");
    scanf("%f",&y1);
    printf("\nEnter the x-coordinate of the second point:");
    scanf("%f",&x2);
    printf("\nEnter the y-coordinate of the second point:");
    scanf("%f",&y2);
    dx=abs(x2-x1);
    dy=abs(y2-y1);
    if(dx>dy)
    {
        step=dx;
    }
```

```
    else
    {
        step=dy;
    }
    dx=dx/step;
    dy=dy/step;
    x=x1;
    y=y1;
    i=1;
    while(i<=step)
    {
        putpixel(x,y,400);
        x=x+dx;
        y=y+dy;
        i=i+1;
        delay(100);
    }
    getch();
    return 0;
    closegraph;
}
```


Enter the x-coordinate of the first point:15
Enter the y-coordinate of the first point:250
Enter the x-coordinate of the second point:415
Enter the y-coordinate of the second point:270