```
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Roll no :- 53
#include<graphics.h>
#include<math.h>
int x[4],y[4]; void bezier(int x[4],int y[4])
{
int gd=DETECT,gm,i;
doublet,xt,yt;
                     initgraph(&gd,&gm,"
                                                  ");
for(t=0.0;t<1.0;t+=0.000)
{
xt = pow((1.0t),3)*x[0]+3*t*pow((1.0t),2)*x[1]+3*pow(t,2)*(1.0t)*x[2]+pow(t,3)*x[3];
yt = pow((1.0)t,3)*y[0]+3*t*pow((1.0)t,2)*y[1]+3*pow(t,2)*(1.0t)*y[2]+pow(t,3)*y[3];
putpixel(xt,yt,4); delay(5);
for(i=0;i<4;i++)
{
putpixel(x[i],y[i],5); circle(x[i],y[i],2); delay(2);
getch(); closegraph();
}
int main()
{ int i,x[4],y[4]; prin ("Enter the four control points : ");
for(i=0;i<4;i++)
{
scanf("%d %d",&x[i],&y[i]);
}
bezier(x,y);
}
```

