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```c
#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;
//detectgraph(&gd,&gm);
initgraph(&gd,&gm,"");
        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,14);
         x=x+dx;
        y=y+dy;
         i=i+1;
         delay(100);
        }
        getch();
        closegraph();
}
```

Enter the x-coordinate of the first point:200

Enter the y-coordinate of the first point:150

Enter the x-coordinate of the second point:400

Enter the y-coordinate of the second point:250