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Roll no :- 53

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

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

    putpixel (x,y, RED);
    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, RED);

}

getch();
closegraph();
}
```

Enter x1 cordinate: 100

Enter y1 cordinate: 140

Enter x2 cordinate: 230

Enter y2 cordinate: 300

