***//1.DDA Line//***

#include <graphics.h>

#include <stdlib.h>

#include <stdio.h>

#include <conio.h>

#include<math.h>

void main()

{

int gd=DETECT,gm;

int x,x1,x2,y1,y2,y,dx,dy,length,i,xinc,yinc;

clrscr();

initgraph(&gd,&gm,"c:\\turboc3\\bgi");

printf("\nEnter First Points (x1,y1):\n");

scanf("%d%d",&x1,&y1);

printf("\nEnter Second Points (x2,y2):\n");

scanf("%d%d",&x2,&y2);

dx=x2-x1;

dy=y2-y1;

if(abs(dx)>abs(dy))

length=dx;

else

length=dy;

xinc=dx/length;

yinc=dy/length;

x=x1;

y=y1;

i=0;

while(i<=length)

{

putpixel(x,y,15);

x=x+xinc;

y=y+yinc;

i++;

}

getch();

}

***Output:*** 