***//2. BRESLINE ALGORITHM//***

#include<stdio.h>

#include<conio.h>

#include<dos.h>

#include<math.h>

#include<graphics.h>

void Bresenhams(int x1,int y1,int x2,int y2,int col);

void main()

{

int gd=DETECT,gm,x1,x2,y1,y2 ;

initgraph(&gd,&gm,"C://Turboc3//BGI");

printf("Enter (x1,y1) and (x2,y2) : ");

scanf("%d%d%d%d",&x1,&y1,&x2,&y2);

Bresenhams(x1,y1,x2,y2,15);

getch();

closegraph();

}

void Bresenhams(int x1,int y1,int x2,int y2,int col)

{

int dx,dy,s,x,y;

int p,tdy,tdydx;

dx=x2-x1;

dy=y2-y1;

p=2\*dy-dx;

tdy=2\*dy;

tdydx=2\*(dy-dx);

if(x1>x2)

{

x=x2;

y=y2;

s=x1;

}

else

{

x=x1;

y=y1;

s=x2;

}

putpixel(x,y,col);

while(x<s)

{

x++;

if(p<0)

p+=tdy;

else

{

y++;

p+=tdydx;

}

putpixel(x,y,col);

delay(10);

}

}

***Output:***

