***//3. DDA Line Triangle//***

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<math.h>

#include<dos.h>

void plotcircle(int,int,int,int);

void brescircle(int,int,int);

void main()

{

int xc,yc,r,gd=DETECT,gm;

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

line(100,100,100,200);

line(100,200,200,200);

line(100,100,200,200);

getch();

}

***Output:***

