#include<stdio.h>

/\*stdio(standard input output) library used for printf and scanf\*/

#include<conio.h>

/\*conio(consol input output) \*/

#include<dos.h>

/\*is used for dealy fuction\*/

#include<graphics.h>

/\*used for graphic functions\*/

#include<math.h>

/\*used for math functions\*/

void make\_line(int,int,int,int);//make line function prototype

void main() //1st fuction call by os

{

int x1,y1,x2,y2; //simple declaration of line points

clrscr(); //used for clear the screen for next run

printf("enter x1:"); // print to computer screen

scanf("%d",&x1); // get value of x1 from user

printf("\nenter y1:"); //print to computer screen

scanf("%d",&y1); //get value of y1 from user

printf("\nenter x2:"); //print to computer screen

scanf("%d",&x2); //get value of y1 from user

printf("\nenter y2:"); //print to computer screen

scanf("%d",&y2); //get value of y1 from user

make\_line(x1,y1,x2,y2); //function calling,passing starting and ending points as parameter.

printf("success"); //print success if graph prints to computer screen

getch(); //hold the screen until key press

closegraph(); //close the graph after printing

}

void make\_line(int x1,int y1,int x2,int y2)

{ //staring function body of make\_line

int gd,gm,px,py,dy,dx;

float m;

int temp,i;

detectgraph(&gd,&gm);

initgraph(&gd,&gm,"");

dx=abs(x2-x1);

dy=abs(y2-y1);

if(dx>=dy)

temp=dy;

else

temp=dx;

dx=dy/temp;

dy=dx/temp;

i=1;

px=x1;

py=y1;

while(i<=temp)

{

putpixel(px,py,1);

px=px+dx;

py=py+dy;

delay(50);

i++;

}

}

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{ //staring function body of make\_line

int gd,gm,px,py,dy,dx; // variable declaration

int temp,i; //variable declaration

detectgraph(&gd,&gm); //detecting grphics driver inside system

initgraph(&gd,&gm,""); //initialized the graphics on screen

dx=abs(x2-x1); //absolute difference between starting x(x2) and ending x(x1)

dy=abs(y2-y1); //absolute difference between starting y(y2) and ending y(y1)

if(dx>=dy)

temp=dy;

else

temp=dx;

dx=dy/temp;

dy=dx/temp;

i=1;

px=x1;

py=y1;

while(i<=temp)

{

putpixel(px,py,1);

px=px+dx;

py=py+dy;

delay(50);

i++;

}

}