```c
# include <stdio.h>
# include <conio.h>
# include <graphics.h>
void drawline (int x0, int y0, int x1, int y1){
    int dx, dy, x, y, P;
    dx = x1 - x0;
    dy = y1 - y0;
    x = x0;
    y = y0;
    p = 2 * dy - dx;
    while ( x < x1){
    if (p >= 0);
    putpixel  P (x,y,RED);
        y = y+1;
        p = p + (2 * dy) - (2 * dx); {
        else {
        putpixel (x,y,RED);
        p = p + (2 * dy);
    }
    x = x+1;
    }
    }

    int main (){
    int gd = DETECT, gm;
    int x0, y0, x1, y1, P;
int graph ( &gd, &gm, 9
    Printf ( " Enter the x co-ordinate : ");
    Scanf ("%d.%d", &x0, &x1);
    Printf ( " Enter the y co-ordinate : ");
    Scanf ("%d %d", &y0, &y1);
    drawline ( x0, y0, x1, y1);
    getch ();
    closegraph ();
    return 0;
    }
    }
```