

```

#include<graphics.h>

#include<stdio.h>

#include<conio.h>

int main()
{
    int x,y,x1,y1,x2,y2,p,dx,dy;

    int gd=DETECT,gm=0;

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

    printf("\n Enter x1 cordinate: ");
    scanf("%d",&x1);

    printf("\n Enter y1 cordinate: ");
    scanf("%d",&y1);

    printf("\n Enter x2 cordinate: ");
    scanf("%d",&x2);

    printf("\n Enter y2 cordinate: ");
    scanf("%d",&y2);


    x=x1;

    y=y1;

    dx=x2-x1;

    dy=y2-y1;


    putpixel (x,y, RED);

    p = (2 * dy-dx);

    while(x <= x2)
    {
        if(p<0)
        {
            x = x+1;

            p = p + 2*dy;

```

```
    }  
    else  
    {  
        x = x + 1;  
        y = y + 1;  
        p = p + (2 * dy) - (2 * dx);  
    }  
    putpixel (x,y, RED);  
  
}  
  
getch();  
closegraph();  
}
```

Enter x1 cordinate: 100

Enter y1 cordinate: 140

Enter x2 cordinate: 230

Enter y2 cordinate: 300

