

Write a program to implement the DDA Line Algorithm.

```
#include <graphics.h>
#include <conio.h>
int main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "C:\\\\TURBOC3\\\\BGI");
    int X0 = 20, Y0 = 20, X1 = 140, Y1 = 150;
    int dx = X1 - X0, dy = Y1 - Y0;
    int steps = abs(dx) > abs(dy) ? abs(dx) : abs(dy);
    float incX = dx / steps;
    float incY = dy / steps;
    float X = X0, Y = Y0;
    for (int i = 0; i <= steps; i++)
    {
        putpixel(X, Y, WHITE);
        X += incX;
        Y += incY;
    }
    getch();
    return 0;
}
```

