Write a program to implement the Bresenham's Line Algorithm.

```
#include <graphics.h>
#include <conio.h>
#include <iostream.h>
#include <math.h>

void bresenham(int X0, int Y0, int X1, int Y1)
{
      float m = (Y1 - Y0) / (float)(X1 - X0);
      int dy, dx, pk, x = X0, y = Y0;

      dy = abs(Y1 - Y0);
      dx = abs(X1 - X0);

      if (abs(m) < 1)
      {
            pk = 2 * dy - dx;
            for (int i = 0; i < dx; i++)
            {
                  x++;
                  if (pk < 0)
                        pk = pk + 2 * dy;
                  else
                  {
                        y++;
                        pk = pk + 2 * dy - 2 * dx;
                  }
                  putpixel(x, y, WHITE);
            }
      }
      else
      {
            pk = 2 * dx - dy;
            for (int i = 0; i < dy; i++)
            {
                  x++;
                  if (pk < 0)
                        pk = pk + 2 * dx;
                  else
                  {
                        y++;
                        pk = pk + 2 * dx - 2 * dy;
                  }
                  putpixel(x, y, WHITE);
            }
      }
}

int main()
{
      clrscr();
      int gd = DETECT, gm;
      initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");
      bresenham(30,15,240,360);
      getch();
      return 0;
}
```