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Roll no :-60

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#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);
```

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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

