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```c
#include<graphics.h>
#include<stdio.h>
#include<math.h>
 #include<dos.h>
 int main() {

float x,y,x1,y1,x2,y2,dx,dy,step;
 int i,gd=DETECT,gm;
//detectgraph(&gd,&gm);
initgraph(&gd,&gm,"");
          printf("\nEnter the x-coordinate of the first point:");
scanf("%f",&x1);
          printf("\nEnter the y-coordinate of the first point:");
          scanf("%f",&y1);
          printf("\nEnter the x-coordinate of the second point:");
          scanf("%f",&x2);
printf("\nEnter the y-coordinate of the second point:");
scanf("%f",&y2);
 dx=abs(x2-x1);
dy=abs(y2-y1);
if(dx>dy)
          {
step=dx;           }
          else      {
step=dy;
          }
          dx=dx/step;
           dy=dy/step;
           x=x1;
y=y1;
  i=1;
while(i<=step)
          {
           putpixel(x,y,14);

x=x+dx;
          y=y+dy;
i=i+1;
delay(100);
          }
```

```
        getch();
closegraph();
}
```

```
Enter the x-coordinate of the first point:200

Enter the y-coordinate of the first point:150

Enter the x-coordinate of the second point:400

Enter the y-coordinate of the second point:250
```