Ans 2- Write a program to draw line using Bresenham's line drawing algorithm.

#include<iostream>

#include<stdio.h>

#include<graphics.h>

#include<math.h>

using namespace std;

int main()

{

int graphdriver=0,graphmode,i;

float x,y,x1,y1,x2,y2,dx,dy,e;

initgraph(&graphdriver,&graphmode,NULL);

cleardevice();

cout<<"Enter the value of x1 ";

cin>>x1;

cout<<"Enter the value of Y1 ";

cin>>y1;

cout<<"Enter the value of x2 ";

cin>>x2;

cout<<"Enter the value of Y2 ";

cin>>y2;

dx=abs(x2-x1);

dy=abs(y2-y1);

x=x1;

y=y1;

e=2\*dy-dx;

i=1;

do

{

putpixel(x,y,WHITE);

delay(60);

while(e>=0)

{

y=y+1;

e=e-2\*dx;

}

x=x+1;

e=e+2\*dy;

i=i+1;

}

while(i<=dx);

getch();

closegraph();

return 0;

}

OUTPUT