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2.WRITE A PROGRAM TO DRAW A LINE USING BRESENHAM’S ALGORITHM

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main()

{

int x,y,x1,y1,x2,y2,p,dx,dy;

int gd=DETECT,gm;

initgraph(&gd,&gm, NULL);

printf("\nEnter the x-coordinate of the first point ::");

scanf("%d",&x1);

printf("\nEnter the y-coordinate of the first point ::");

scanf("%d",&y1);

printf("\nEnter the x-coordinate of the second point ::");

scanf("%d",&x2);

printf("\nEnter the y-coordinate of the second point ::");

scanf("%d",&y2);

x=x1;

y=y1;

dx=x2-x1;

dy=y2-y1;

putpixel(x,y,2);

p=(2\*dy-dx);

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,7);

}

getch();

closegraph();

return 0;

}

