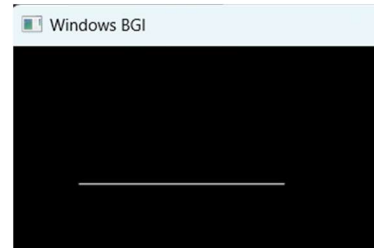


## DDA Algorithm Output

### 1. Horizontal Line

```
Enter first coordinates (x1 y1): 50  
100  
Enter second coordinates (x2 y2): 200  
100
```



### 2. Vertical Line

```
Enter first coordinates (x1 y1): 10  
10  
Enter second coordinates (x2 y2): 10  
100  
|
```



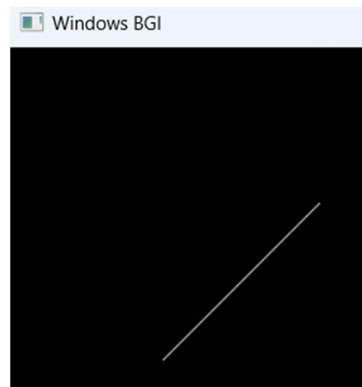
### 3. Positive Slope Line

```
Enter first coordinates (x1 y1): 30  
50  
Enter second coordinates (x2 y2): 180  
100
```



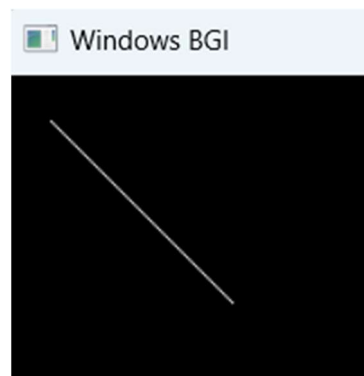
### 4. Negative Slope Line

```
Enter first coordinates (x1 y1): 100  
200  
Enter second coordinates (x2 y2): 200  
100  
|
```



### 5. Diagonal Line (Slope = 1)

```
Enter first coordinates (x1 y1): 20  
20  
Enter second coordinates (x2 y2): 100  
100
```



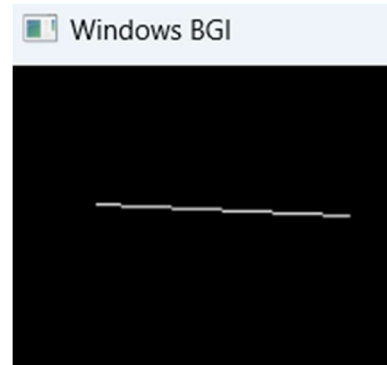
#### 6. Line with Slope = -1

```
D:\Computer-Graphics-Lab\Li  X + v
Enter first coordinates (x1 y1): 50
150
Enter second coordinates (x2 y2): 100
100
|
```



#### 7. Line with slope <1

```
D:\Computer-Graphics-Lab\Li  X + v
Enter first coordinates (x1 y1): 40
60
Enter second coordinates (x2 y2): 150
65
|
```



#### 8. Line with slope >1

```
D:\Computer-Graphics-Lab\Li  X + v
Enter first coordinates (x1 y1): 30
30
Enter second coordinates (x2 y2): 50
100
|
```

