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//Line drawing Algorithm
#include<graphics.h>

int main()
{
    int gd = DETECT ,gm, i;
    float x, y,dx,dy,steps; int x0,
    x1, y0, y1; initgraph(&gd,
    &gm, NULL);
    setbkcolor(WHITE);
    x0 = 100 , y0 = 200, x1 = 500, y1 = 300;
    dx = (float)(x1 - x0);
    dy = (float)(y1 - y0);
    if(dx>=dy)
    {
        steps = dx;
    }
    else
    {
        steps = dy;
    }
    dx = dx/steps;
    dy = dy/steps; x
    = x0; y = y0; i =
    1; while(i<=
    steps)
    {
        putpixel(x, y,
        RED); x += dx; y
        += dy;
        i=i+1;
    }
    getch();
    closegraph();
}

```