

# BRESEBHAM LINE DRAWING ALGORITHM

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1.  #include<stdio.h>
2.  #include<graphics.h>
3.  void bresenhamDrawline(int x0, int y0, int x1, int y1)
4.  {
5.      int dx, dy, p, x, y;
6.      dx=x1-x0;
7.      dy=y1-y0;
8.      x=x0;
9.      y=y0;
10.     p=2*dy-dx;
11.     while(x<x1)
        a.     {
        b.         if(p>=0)
        c.             { delay(50);
        d.                 putpixel(x,y,14);
        e.                 y=y+1;
        f.                 p=p+2*dy-2*dx;
        g.             }
        h.         else
        i.             { delay(50);
        j.                 putpixel(x,y,14);
        k.                 p=p+2*dy;
        l.             }
        m.         x=x+1;
        n.     }
12. }
```

```
13.  int main()
14.  {
15.      int gdriver=DETECT, gmode, error, x0, y0, x1, y1;
16.      clrscr();
17.      initgraph(&gdriver, &gmode, "c:\\turboc3\\bgi");
18.      printf("Enter co-ordinates of first point: ");
19.      scanf("%d%d", &x0, &y0);
20.      printf("Enter co-ordinates of second point: ");
21.      scanf("%d%d", &x1, &y1);
22.      bresenhamDrawline(x0, y0, x1, y1);
23.      getch();
24.      return 0;
25.  }
```