



<global> main() : int

Start here x DDA.cpp x test.cpp x

```
1  #include <bits/stdc++.h>
2  #include<graphics.h>
3  #include<stdio.h>
4
5  using namespace std;
6
7  int main()
8  {
9      int gd = DETECT , gm;
10     initgraph(&gd,&gm,"");
11
12     int x1 , y1,x2,y2;
13     cin >> x1 >> y1>>x2>>y2;
14
15     int delx = abs(x2-x1);
16     int dely = abs(y2-y1);
17
18     int x = x1;
19     int y = y1;
```



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```
17
18  int x = x1;
19  int y = y1;
20  int step;
21
22  if(delx > dely)
23  {
24      step = delx;
25  }
26  else
27  {
28      step = dely;
29  }
30
31  x = round(((double)delx / (double)step));
32  y = round(((double)dely / (double)step));
33
34  //int i = 1;
35  while(x1 <= x2 or y1 <= y2)
```



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```
34 //int i = 1;
35 while(x1 <= x2 or y1 <= y2)
36 {
37     putpixel(x1,y1,GREEN);
38
39     x1+= x;
40     y1 += y;
41     //i++;
42     delay(100);
43
44 }
45
46 getch();
47
48 closegraph();
49 return 0;
50 }
51
52
```



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```
10 20  
100 200
```



Windows BGI

