

**Computer Graphics**

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Batch:- BAO-1

**Experiment No.4 : Implement Bresenham's line drawing algorithm.**

#include <stdio.h>

#include <graphics.h>

void draw\_line(int x1, int y1, int x2, int y2) {

int dx, dy, p, x, y;

dx = x2 - x1;

dy = y2 - y1;

x = x1;

y = y1;

p = 2 \* dy - dx;

while (x <= x2) {

putpixel(x, y, WHITE);

if (p >= 0) {

y++;

p = p + 2 \* dy - 2 \* dx;

}

else {

p = p + 2 \* dy;

}

x++;

}

}

int main() {

int gd = DETECT, gm;

initgraph(&gd, &gm, "");

draw\_line(100, 100, 200, 200);

getch();

closegraph();

return 0;

}



