```
#include <stdlib.h>
#include <math.h>
#include <graphics.h>

void bres_line(int, int, int, int);
void bres_line(int xa, int ya, int xb, int yb)
{
	int dx=abs(xa-xb),dy=abs(ya-yb);
	int twoDy=2*dy, twoDxDy=2*(dy-dx);
	int p=2*dy-dx;
	int x, y, xend;
	if((ya-yb)/(xa-xb) <=1)
	{
		if(xa>xb)
		{
			x=xb;
			y=yb;
			xend=xa ;
		}
		else
		{
			x=xa;
			y=ya;
			xend=xb;
		}
		putpixel(x,y,WHITE);
		while(x<xend)
		{
			x++;
			if(p<0)
				p+=twoDy;
			else
			{
				y++;
				p+=twoDxDy;
			}
			putpixel(x,y,WHITE);
		}
	}
	else
	{
		if(ya>yb)
		{
			y=yb;
			x=xb;
			xend=ya ;
		}
		else
		{
			x=xa;
			y=ya;
			xend=yb;
		}
		putpixel(x,y,WHITE);
		while(y<xend)
		{
			y++;
			if(p<0)
				p+=twoDy;
			else
			{
				x++;
				p+=twoDxDy;
			}
			putpixel(x,y,WHITE);
		}
	}
}

int main()
{
	initwindow(400, 400, "Bresenham - computer table");

	bres_line(75,50,300,50);
```

```
        bres_line(50,150,325,150);
        bres_line(75,50,50,150);
        bres_line(300,50,325,150);

        bres_line(50,160,325,160);

        bres_line(50,150,50,300);         //left
        bres_line(60,160,60,300);
        bres_line(50,300,60,300);
        bres_line(75,245,75,160);         //left inner vert surface
        bres_line(75,245,60,285);

        bres_line(315,160,315,300);               //right
        bres_line(325,150,325,300);
        bres_line(315,300,325,300);
        bres_line(300,245,300,160);               //right inner vert surface
        bres_line(300,245,315,285);

        bres_line(60,295,315,295);
        bres_line(60,285,315,285);

        bres_line(255,285,255,180);
        bres_line(265,285,265,180);
        bres_line(265,180,255,180);
        bres_line(261,160,265,180);               //thickness from top
        bres_line(251,160,255,180);
        bres_line(251,160,251,245);               //inner vert left surface
        bres_line(251,245,255,285);

        bres_line(265,245,300,245);
        bres_line(75,245,251,245);

        bres_line(85,173,85,180);
        bres_line(250,173,250,180);
        bres_line(85,180,250,180);
        bres_line(85,173,250,173);
        bres_line(93,160,85,173);
        bres_line(245,160,250,173);
        bres_line(85,160,85,180);

        while ( !kbhit() )
                delay(100);

        return EXIT_SUCCESS;
}
```