Draw a line using Bresenham Line Algorithm.

```
#include<graphics.h>
#include<iostream.h>
#include<conio.h>
#include<dos.h>
void main()
{
    int gd=DETECT,gm;
    int x,y,x1,y1,xn,yn,d,dx,dy,m;
    initgraph(&gd,&gm,"c:\\BGI");
    outtextxy(150,10, "Bresenham line drawing algorithm     Www.Bcanotes.com");
    cout<<endl;
    cout<<endl;
    cout<<endl;
    cout<<endl;
    cout<<"enter the starting points="<<endl;
    cin>>x1>>y1;
    cout<<"enter the ending points="<<endl;
    cin>>xn>>yn;
    dy=(yn-y1);
    dx=(xn-x1);
    m=dy/dx;
    d=(2*dy)-dx;
    x=x1;
```

```
    y=y1;
    while((x<xn)||(y<=yn))
    {
     if(m<1)
     {
           if(d<=0)
           {
             x=x+1;
             y=y;
             d=d+(2*dy);
             putpixel(x,y,WHITE);
           }
     if(d>0)
          {
             x=x+1;
             y=y+1;
             d=d+(2*(dy-dx));
             putpixel(x,y,WHITE);
           }
     }
    }
    getch();
    closegraph();
}
```