Draw a line using Digital Differential Algorithm

```cpp
#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,dy,dx,m;

    initgraph(&gd,&gm,"c:\\BGI");

    outtextxy(150,10,"Direct Method Algorithm for line     Www.Bcanotes.com");

    cout<<endl<<endl;

    cout<<"enter the starting points=";

    cin>>x1>>y1;

    cout<<"enter the ending points=";

    cin>>xn>>yn;

    dy=(yn-y1);

    dx=(xn-x1);

    m=dy/dx;

    x=x1;

    y=y1;

    dx=1;
```

```
    dy=1;

    while((x<xn)||(y<=yn))

    {

     if(m<1)

     {

         x=x+dx;

         y=(y1+m);

         putpixel(x,y,GREEN);

     }

     if(m>1)

     {

         y=y+dy;

         x=(x/(1/m));

         putpixel(x,y,WHITE);

     }

    }

    getch();

    closegraph();

}
```