Draw a line using Direct Method 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,b,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;

  m=(yn-y1)/(xn-x1);

  b=y1-(m*x1);

  x=x1;

  y=y1;

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

  {
```

```c
    if(m<1)

    {

        x=x+1;

        y=((m*x)+b);

        putpixel(x,y,GREEN);

    }

    if(m>1)

    {

        y=y+1;

        x=(y-b)/m;

        putpixel(x,y,WHITE);

    }

    }

    getch();

    closegraph();

}
```