```c
 /***     Program to Draw a Line using Bresenham's Algorithm     ***/

#include <stdio.h>
#include <dos.h>
#include <graphics.h>

void lineBres(int, int, int, int);

void main()
{
     int x1, y1, xn, yn;

     int gd = DETECT, gm;
     initgraph(&gd, &gm, "");

     printf("Enter starting coordinates of line: ");
     scanf("%d %d", &x1, &y1);
     printf("Enter ending coordinates of line: ");
     scanf("%d %d", &xn, &yn);

     lineBres(x1, y1, xn, yn);

     getch();
}

void lineBres(int x1, int y1, int xn, int yn)
{
     int dx = xn - x1, dy = yn - y1;
     int di = 2 * dy - dx;
     int ds = 2 * dy, dt = 2 * (dy - dx);

     putpixel(x1, y1, RED);
```

```
    while (x1 < xn)
    {
        x1++;
        if (di < 0)
            di = di + ds;
        else
        {
            y1++;
            di = di + dt;
        }

        putpixel(x1, y1, RED);
        delay(20);
    }
}
```