#include<windows.h>

#include<gl\gl.h>

#include<gl\glu.h>

#include<gl\glut.h>

float x1,x2,y1,y2;

void display(void)

{

float dy,dx,step,x,y,k,Xin,Yin;

dx=x2-x1;

dy=y2-y1;

if(abs(dx)> abs(dy))

{

step = abs(dx);

}

else

step = abs(dy);

Xin = dx/step;

Yin = dy/step;

x= x1;

y=y1;

glBegin(GL\_POINTS);

glVertex2i(x,y);

glEnd();

for (k=1 ;k<=step;k++)

{

x= x + Xin;

y= y + Yin;

glBegin(GL\_POINTS);

glVertex2i(x,y);

glEnd();

}

glFlush();

}

void init(void)

{

glClearColor(0.7,0.7,0.7,0.7);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(-100,100,-100,100);

}

int main(int argc, char\*\* argv) {

 x1=10;

 x2=50;

 y1=20;

 y2=100;