DDA ALGORITHM

1. Input the two endpoints of the line segment, (x1,y1) and (x2,y2).

2. Calculate the difference between the x-coordinates and y-coordinates of the endpoints as dx and dy respectively.

3. Calculate the steps.

4. Set the initial point of the line as (x1,y1).

5. Loop through the x-coordinates of the line, incrementing by one each time, and calculate the corresponding y-coordinate using the equation .

6. Plot the pixel at the calculated (x,y) coordinate.

7. Stop the process.