- Calculate differences:
  - `dx = |x1 - x0|`
  - `dy = |y1 - y0|`
- Decide step direction:
  - `sx = 1` if `x1 > x0`, else `-1`
  - `sy = 1` if `y1 > y0`, else `-1`
- Initialize starting point:
  - `x = x0, y = y0`
- If the line is more horizontal (`dx ≥ dy`):
  - Set decision parameter: `err = dx / 2`
  - Repeat `(dx + 1)` times:
    - Plot the point `(x, y)`
    - Move in x-direction: `x = x + sx`
    - Update error: `err = err - dy`
    - If `err < 0`:
      - Move in y-direction: `y = y + sy`
      - Correct error: `err = err + dx`
- Else (line is more vertical, `dy > dx`):
  - Set decision parameter: `err = dy / 2`
  - Repeat `(dy + 1)` times:
    - Plot the point `(x, y)`
    - Move in y-direction: `y = y + sy`
    - Update error: `err = err - dx`
    - If `err < 0`:
      - Move in x-direction: `x = x + sx`
      - Correct error: `err = err + dy`
- The plotted points represent the required line.