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import java.awt.*;
import java.awt.event.*;

public class dda extends Frame {
    dda() {
        setTitle("DDA Algorithm");

        addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent we) {
                dispose();
            }
        });
    }

    public int round(float a) {
        return (int) (a + 0.5);
    }

    public void paint(Graphics g) {
        float dx, dy, steps, k;
        float x_increment, y_increment;

        float x1 = 120, y1 = 600, x2 = 600, y2 = 220;
        float x = x1;
        float y = y1;

        dx = x2 - x1;
        dy = y2 - y1;

        if (Math.abs(dx) > Math.abs(dy)) {
            steps = Math.abs(dx);
        } else {
            steps = Math.abs(dy);
        }

        x_increment = (dx / steps);
        y_increment = (dy / steps);

        g.fillOval(round(x1), round(y1), 3, 3);

        for (k = 0; k < steps; k++) {
            x += x_increment;
            y += y_increment;
            g.fillOval(round(x), round(y), 3, 3);
            try {
                Thread.sleep(5);
            } catch (Exception e) {

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        System.out.println("Exception:" + e);
    }

}

}

public static void main(String[] args) {
    dda d1 = new dda();
    d1.setSize(700, 700);
    d1.setVisible(true);
}
}
```