

Midpoint Line Algorithm

In[226]:=

```
MidpointLineAlgorithm[p_] := Module[
  {x, y, dx, dy, d, dD, dU, newPixelVal = {}, sx = 1, sy = 1},
  dx = Abs[p[[2, 1]] - p[[1, 1]]];
  dy = Abs[p[[2, 2]] - p[[1, 2]]];

  If[p[[1, 1]] > p[[2, 1]], sx = -1];
  If[p[[1, 2]] > p[[2, 2]], sy = -1];

  x = p[[1, 1]];
  y = p[[1, 2]];

  AppendTo[newPixelVal, {y, x}];
  If[dx > dy,
    (* |m| < 1 *)
    d = 2 dy - dx;
    dD = 2 dy;
    dU = 2 (dy - dx);

    While[x ≠ p[[2, 1]],
      If[d < 0,
        d += dD; x += sx;
        ,
        d += dU; x += sx; y += sy;
      ];
      AppendTo[newPixelVal, {y, x}];
    ];
    ,
    (* |m| ≥ 1 *)
    d = 2 dx - dy;
    dD = 2 dx;
    dU = 2 (dx - dy);
    While[y ≠ p[[2, 2]],
      If[d < 0,
        d += dD; y += sy;
        ,
        d += dU; y += sy; x += sx;
      ];
      AppendTo[newPixelVal, {y, x}];
    ];
  ];
  Return[newPixelVal];
];
```

In[227]:=

```

DrawLine[p_, window_, colorCode_] := Module[{pixel, newWindow = window},
  pixel = MidpointLineAlgorithm[p];
  Do[
    If[1 ≤ pixel[[i, 1]] ≤ Dimensions[newWindow][[1]] && 1 ≤ pixel[[i, 2]] ≤ Dimensions[
      newWindow][[2]], pixel[[i, 1]], pixel[[i, 2]] = colorCode
    ], {i, Length[pixel]}
  ];
  Return[newWindow];
];

```

In[228]:=

```

InitWindow[w_, h_] := Module[{},
  Return[Table[{1}, {i, 1, w}, {j, 1, h}]];
]

```

In[229]:=

```

window = InitWindow[26, 26];
pointList = {{{4, 11}, {21, 24}}, {{2, 1}, {25, 24}}, {{21, 1}, {2, 20}}, {{10, 20}, {6, 1}},
  {{20, 1}, {12, 16}}, {{4, 4}, {14, 4}}, {{22, 18}, {22, 20}}, {{22, 6}, {8, 14}}};

```

In[234]:=

```

window = InitWindow[26, 26];
i = 0;
For[i = 1, i ≤ Length[pointList], i++,
  window = DrawLine[pointList[[i]], window, i/8];
];

```

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In[237]:=

```
Show[
  Graphics[Raster>window, ColorFunction -> Hue], PlotRange->{{0,50},{0,50}}, Frame->True
  Table[
    ListPlot[{pointList[[i]] - {0.5, 0.5}, pointList[[i]]-{0.5,0.5}}, Joined->{False, True},
    {i, 1, Length[pointList]}
  ],
  PlotRange->All
]
```

Out[237]=

