Algorithm: DDA Line Drawing Algorithm

1. Accept the starting point coordinates (x1,y1)(x_1, y_1)(x1,y1) and the ending point coordinates (x2,y2)(x_2, y_2)(x2,y2).
2. Calculate the differences:
    - dx=x2−x1dx = x_2 - x_1dx=x2−x1
    - dy=y2−y1dy = y_2 - y_1dy=y2−y1
3. Determine the number of steps required as the maximum of |dx||dx||dx| and |dy||dy||dy|.
4. Compute the incremental values:
    - xinc=dx/stepsx_{inc} = dx / stepsxinc=dx/steps
    - yinc=dy/stepsy_{inc} = dy / stepsyinc=dy/steps
5. Initialize the starting values x=x1x = x_1x=x1 and y=y1y = y_1y=y1.
6. Repeat the following steps from k=0k = 0k=0 to steps:
    - Plot the pixel at (round(x),round(y))(round(x), round(y))(round(x),round(y)).
    - Update the values of xxx and yyy by adding xincx_{inc}xinc and yincy_{inc}yinc respectively.
7. Continue the process until the end point is reached.