DDA

For $m < 1$,

we increase x by 1

and calculate y

For $m > 1$,

y will be independent variable

so we increase y by 1

and calculate x

Now

1. Input $\longrightarrow$ (x_s, y_s) and (x_e, y_e)
2. $m = (y_e - y_s) / (x_e - x_s)$
3. If $(m < 1)$ go to step 4
   otherwise go to step 6
4. If $(x_s > x_e)$, then swap $x_s \leftrightarrow x_e$ and $y_s \leftrightarrow y_e$
5. Initialize $x = x_s$ and $y = y_s$
   Loop: setpixel (x, y) with color
   $x = x + 1$
   $y = y + m$, Round (y)
   if $(x \leq x_e)$ go to Loop, otherwise exit
6. If $(y_s > y_e)$, then swap $(x_s \leftrightarrow x_e)$ and $(y_s \leftrightarrow y_e)$
7. Initialize $x = x_s$ and $y = y_s$
   Loop: setpixel (x, y) with color
   $y = y + 1$
   $x = x + 1/m$, Round (x)
   if $(y \leq y_e)$ go to Loop, otherwise exit