

Algoritmo da reta de bresenham desenvolvido em javascript:

```
function drawLine(point1, point2)
{
    let x0 = point1.x;
    let y0 = point1.y;
    let x1 = point2.x;
    let y1 = point2.y;

    var dx = Math.abs(x1 - x0);
    var dy = Math.abs(y1 - y0);
    var sx = (x0 < x1) ? 1 : -1;
    var sy = (y0 < y1) ? 1 : -1;
    var err = dx - dy;

    while(true) {
        drawPixel(x0, y0, 'black');

        if ((x0 === x1) && (y0 === y1)) break;
        var e2 = 2*err;
        if (e2 > -dy) { err -= dy; x0 += sx; }
        if (e2 < dx) { err += dx; y0 += sy; }
    }
}
```