Determine the zone and then apply ConvertToZone0 algorithm to get a new set of end point and then apply midpoint line algorithm on these new end points to get 10 pixels for the line and then finally, convert these 10 pixels back to original zone using OriginalZone algorithm to get the actual pixels of the given line.

For example,

We start with points (0, 0) and (-10, -20)

FindZone would determine that zone is 5

ConvertToZone0 would produce the converted endpoints as (0, 0) and (20, 10)

Applying midpoint algo on (0, 0) and (20, 10) would produce pixels (1, 0), (2, 1), (3, 1) … 10 more pixels

Then, OriginalZone algo would output (0, -1), (-1, -2), (-1, -3), … and these are the pixels to be used to draw the line.

	Start	End
(i)	(-5, -100)	(95, -35)
(ii)	(-5, 100)	(20, 135)
(iii)	(25, 25)	(-12,48)
(iv)	(5, 52)	(-18, 89)
(v)	(11, 9)	(34, -9)
(vi)	(-49, -29)	(-107, -68)
(vii)	(-6, 9)	(34, -25)
(viii)	(15, 0)	(-26, -42)