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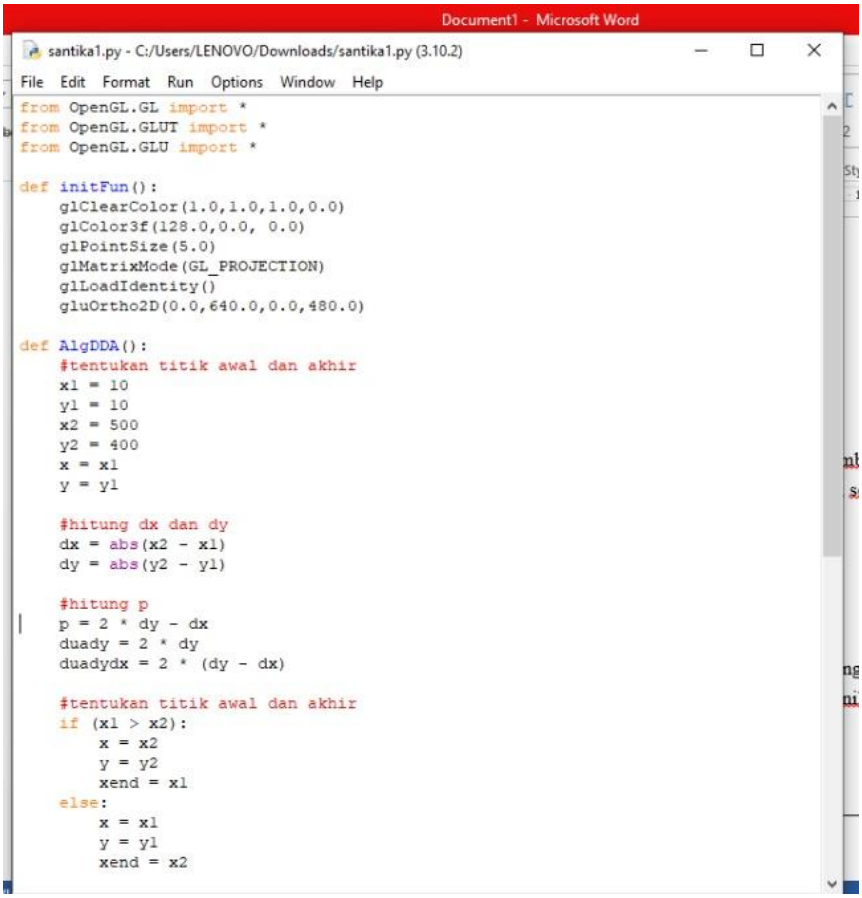
Kelas : 2020B

Prodi : D4 Manajemen Informatika

Algoritma Bresenham

Code :



```
santika1.py - C:/Users/LENOVO/Downloads/santika1.py (3.10.2)
File  Edit  Format  Run  Options  Window  Help
    #tentukan titik awal dan akhir
    if (x1 > x2):
        x = x2
        y = y2
        xend = x1
    else:
        x = x1
        y = y1
        xend = x2


    #gambar titik awal
    glBegin(GL_POINTS)
    glVertex2i(x, y)

    #perulangan untuk menggambar titik-titik
    while (x < xend):
        x = x+1
        if (p < 0):
            p += duady
        else:
            if (y1 > y2):
                y = y-1
            else:
                y = y+1
            p += duadydx
        glVertex2i(x, y)

    glEnd()
    glFlush()

if __name__ == '__main__':
    glutInit()
    glutInitWindowSize(640,480)
    glutCreateWindow("Bresenham")
    glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGBA)
    glutDisplayFunc(AlgDDA)
    initFun()
    glutMainLoop()
```

Output :