

I've spent a while researching the algorithm, and the math behind how it works. While doing that I've learned the areas at which the basic implementation of the algorithm fails, such as negative slopes, as well as steep slopes. So far, I've implemented the basic version of Bresenham's algorithm, while researching the best ways to manage the ways it fails. I've also been researching an optimal way to visually draw the lines instead of just printing out the coordinates, such as matplotlib or gnuplot.

In the upcoming weeks, I will alter the basic implementation to handle the other inputs, and I will implement a graph drawing. Along with that, I am still planning on creating an animation for the algorithm as the additional implementation option. Although, I am planning on using robust examples and extra test cases as a back-up option.