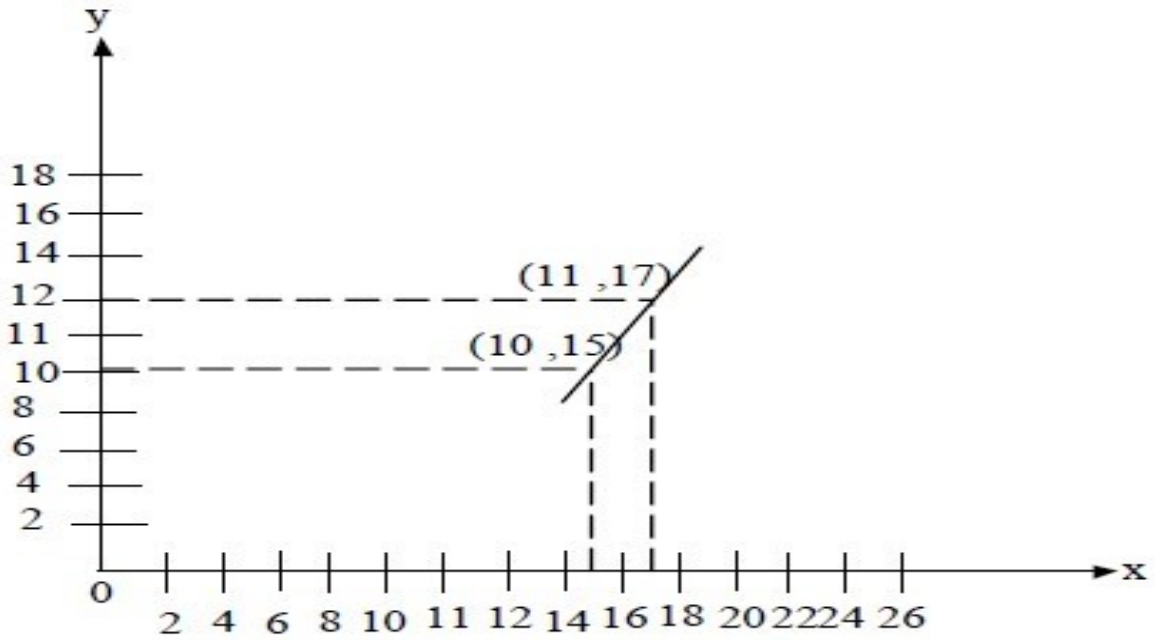
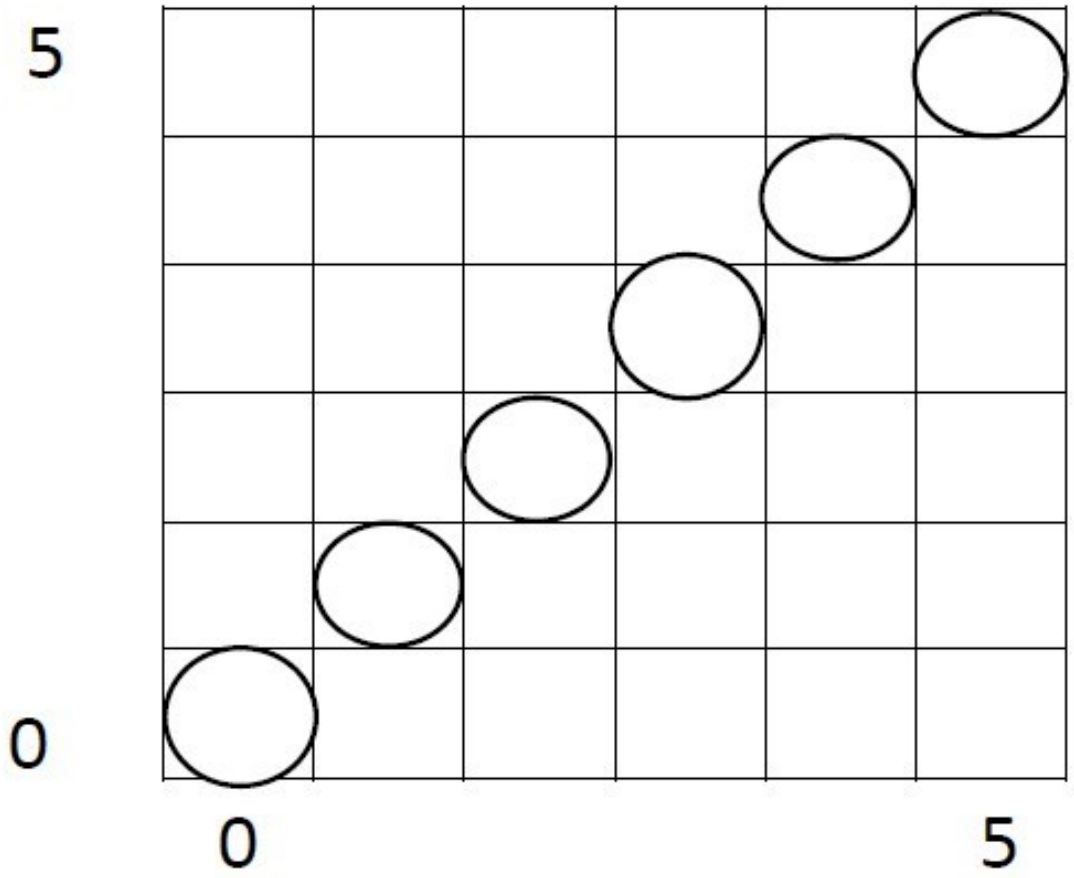


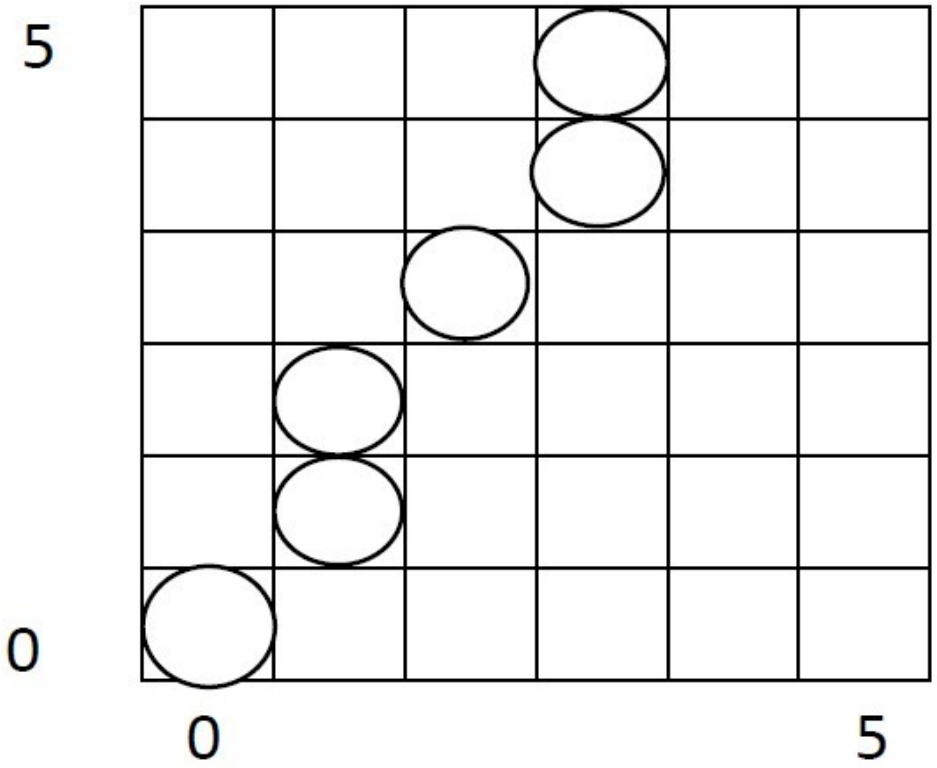
S.N	x	y
1	10	15
2	10	16
3	11	17
4	11	18

- Use DDA algorithm for rasterizing line (0,0) to (6,6).
- Use DDA algorithm for rasterizing line (0,0) to (4,6).

The results are plotted as shown



The results are plotted as shown



Advantages of DDA Algorithm

1. It is the simplest algorithm and it does not require special skills for implementation.
2. It is a faster method for calculating pixel positions than the direct use of equation $y = mx + b$. It eliminates the multiplication in the equation by making use of raster characteristics, so that appropriate increments are applied in the x or y direction to find the pixel positions along the line path.

Disadvantages of DDA Algorithm

1. Floating point arithmetic in DDA algorithm is still time-consuming.
2. The algorithm is orientation dependent. So the end point accuracy is poor.