Specialized Bresenham's

Key observation: we draw solid polygons.

while ( starty != endy ) {
    DrawLine ( starty, startx, endx )
    
    // increment y by a whole value
    starty += stepy;

    // update startx
    startfraction += dx;
    while ( startfraction > 0 ) {
        startfraction -= dy;
        startx += stepstartx;
    }
    // update endx
    ...
}

• Need to extend to n dimensions (where n = x and z)
• Think about what to do for starty == endy
• Be careful if “dy” == 0 (more specifically other d’s)
• Will need to think about how to implement in hardware!